Games: Minskies • Tommy Gun • Bograts • Fighting Spirit • Microprose Classics

CU

# AMIGA MAGAZINE

February 1997 £5.99 US$13.50 • L22,500 • ASCH235 • BFR 520 • DM 25.00




**PLUS!** VIScorp out! Latest news Inside...

# Dream Machine

Amazing A\box super-computer is coming! Expert opinions and predictions inside...

## Pro 3D Graphics

Get your foot in the door

## Wordworth 6 Office

A whole office on a CD

## Turbo Calc

High-octane spreadsheet action

## On your CD-ROM:

- Design Works. Create complex technical illustrations with ease.
- Worms – The Director's Cut extras
- Even more Imagine 4.0 extras

## Plus!

Utilities, mods, graphics, games, demos...

No CD–ROM? Ask your Newsagent!

CD-ROM edition
(3.5 DD disk edition also available)

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Late Night Opening Wednesday & Thursday till 7.30pm

Open Sunday 11am to 4pm

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- 2-4 Week Days £3.99
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- Saturday Delivery £15.00

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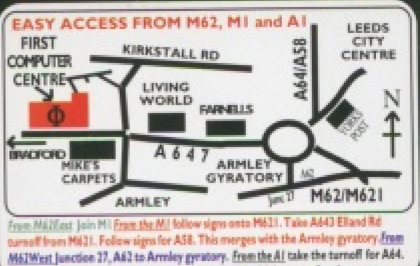
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From M62East Join M1 From the M1 follow signs onto M621. Take A643 Elland Rd turnoff from M621. Follow signs for A58. This merges with the Armley gyratory. From M62West Junction 27, A62 to Armley gyratory. From the A1 take the turnoff for A64. This merges with the A58 (by-passing town centre) which meets Armley gyratory.




E-Mail: sales@firstcom.demon.co.uk WEB: www.firstcom.demon.co.uk FAX:0113 231-9191 BBS:0113 231-1422

## Hardware

### Amiga A1200 MagicPack

Includes, Wordworth V4SE, Datastore, Organiser, Turbocalc 3.5, Personal Paint V6.4, Photogenics 1.2SE, Pinball Mania & Whizz.

*Very Limited Stocks Available, Early Purchase Recommended*

**£369.99**

### Amiga A1200 Magic Pack Inc.170Mb HD & Scala MM300

Includes same software pack as Magic Pack, But also includes Scala MM300(Req. 4Mb).

**£469.99**

AMIGA *M1438S* Monitor Only!! *£259.99 When bought with a computer

### First Starter Pack

- A1200 dust cover
- 10 x DSDD disks + labels
- Top quality joystick
- Deluxe mouse mat
- 3 x A1200 games

All for only £19.99

### PRIMA The Prima *ATOM* PSU

Heavy Duty PSU £69.99

- High Quality 200 Watt PSU.
- Colour Co-Ordinated Casing.
- 4 x The Power of Std. Amiga PSU
- 12 Month Warranty.

The Amiga's Standard PSU cannot support extra heavy power consuming peripherals, eg. RAM/ Accelerator boards & Disk Drives. Over loading the PSU often leads to the Amiga crashing.

## CD ROM Drives/Video CD

### Ultra CD ROM Drives

- 4 X £169.99
- 8 X £199.99
- 10 X £219.99
- Kit No Drive £119.99

Quick & Easy to install, fits via the Internal IDE Connector, does not interfere with existing H.D.

### Hi-Soft SMD-100

VideoCD MPEG Decoder

Only!! £195.99

Req. VideoCD compatible SCSI CD Rom.

Video CD's all £14.99

| | | |
|---|---|---|
| Fish called Wanda | Carrie | Naked Gun 1,2,33 1/3 |
| Accused | Clear/Present Dang. | Patriot Games |
| Addams Family | Crocodile Dundee 2 | Rain Man |
| Airplane | Crying Game | Rocky |
| An Officer & Gent. | Fatal Attraction | Scrooged |
| Annie Hall | Forrest Gump | Shallow Grave |
| Apocolypse Now | Four Weddings/Fun. | Star Trek 1,2,3,4,5,6,7 |
| Beverley Hills Cop3 | Hunt/Red October | Top Gun |
| Black Rain | Indecent Proposal | Wayned World 1,2 |
| Chitty Chitty Bang. | The Krays | When Harry Met Sal. |

Lots More Available

### PRIMA External SCSI CD ROM Drives

Dual/Quad SCSI CD ROM

- Quality Sanyo Drive
- Own Internal PSU 17W
- Fast SCSI Transfer Rates
- 12 Month Warranty

£99.99 2 X Speed

£139.99 4 X Speed

*A SCSI Controller is Required to connect Drive*

### Internal SCSI CD ROM Drives

| | |
|---|---|
| Sanyo 254V x4 Speed | £89.99 |
| Toshiba 3701B x6.7 Speed | £175.99 |
| NEC CDR-1410 x8 Speed | £197.99 |

### SCSI Controllers

GVP 4008+ / Oktagon SCSI £99.99

Big box Amiga eg. A2000/A4000 SCSI Controllers

Squirrel/Surf Squirrel £45.00/£75.00

When purchased with a CD ROM Drive or Modem.

## Hard Drives

### 3.5" Hard Disk Drives

| IDE | SCSI |
|---|---|
| 540Mb...£117.99 | 270Mb....£99.99 |
| 850Mb...£133.99 | 540Mb...£149.99 |
| 1.08Gig.£160.99 | 1.08Gig..£249.99 |
| 2.1 Gig..£229.99 | 2.1 Gig..£319.99 |

### 2.5" Hard Drives for A600/ A1200 with installation kit

inc. software, screws, cables and instructions

Seagate FUJITSU CONNER

| | |
|---|---|
| 80Mb......£79.99 | 130Mb....£94.99 |
| 170Mb....£99.99 | 250Mb..£119.99 |
| 340Mb..£129.99 | 540Mb..£149.99 |
| 810Mb.£189.99 | 1.0Gig..£219.99 |

### Build Your Own SCSI Hard Drive

- SCSI case with built in PSU £69.99
- SCSI Hard Drive, Select from above
- SCSI Squirrel Interface £45.00
- 12 Month Warranty.

3.5" Hard Drive Install Kit £19.99

Includes set up software, cables and full instructions, no Hard Drive.

## Monitors

AMIGA New Amiga Monitors

Multi-Sync Monitors

- 14" 1438s....£269.99

14/15" Monitors Inc. Built In Speakers

- 17" 1764......£579.99
- 17" 1701......£529.99

## Disk Drives

Zip

- Includes:-
- 1 X 100Mb cartridge
- SCSI I/face & adaptor may be req. at an extra cost.

£151.99

Zip Tools Driver Software Suits Zip & Jazz Drives..........£16.99

| | |
|---|---|
| Amiga External drive | £44.99 |
| Amitek 1.76Mb drive | £69.99 |
| A1200/600 internal drive | £39.99 |
| A500/500+ Internal drive | £39.99 |

## Squirrel I/face

SCSI

### Surf Squirrel

- Hi speed serial port
- SCSI-II interface
- Autobooting HD

from *£79.99 *If purchased with any modem

If purchased separately £99.99

### Squirrel

- SCSI-II interface

From only *£45.00 *If purchased with SCSI device

£54.99 if purchased separately

## SupraFAXModem Modems USRobotics

### Sportster Voice

- 14,400 Data/14,400 Fax £98.99
- 33,600 Data/14,400 Fax £161.99
- Class 1 Fax • Personal Voice Mail
- Fax on Demand • Call Discrimination

### Amiga SurfWare software pack

The complete software suit for all your Modem needs.

- Net Software • Web Browser
- E-mail • IRC....Only

Only £29.99

GP Fax Software.....only £44.99

Full Send and Receive Fax Software for Amiga Computers with a Fax/Data Modem.

### PRIMA V34+ Fax Modem

Amazing Price/Performance

- 33.6 Baud Rate • Class 1 Fax
- BABT & CE approved.

Only...£119.99

Complete with cables & Amiga N-comm Software

Amiga SurfWare bundle when purchased with any Modem only...£19.99

*Bargains*

- V32Bis 14.4 Fax Modem £49.99
- V22Bis 2400/9600 Modem/Fax £24.99

### Modem Accessories

Phone Line Extension Cables... 5M. £6.99 10M. £8.99 15M. £10.99

Dual Socket Adaptor..........£6.99

## RAM Expansion/Accelerators

### PRIMA A1200 RAM Expansion

| | |
|---|---|
| A1200 1 MB RAM *Special price!!* | £69.99 |
| A1200 2 MB RAM | £74.99 |
| A1200 4 MB RAM | £76.99 |
| A1200 8 MB RAM | £93.99 |
| A1200 1MB/33Mhz Co Pro | £95.99 |
| A1200 2 MB/33Mhz Co Pro | £100.99 |
| A1200 4 MB/33Mhz Co Pro | £102.99 |
| A1200 8 MB/33Mhz Co Pro | £120.99 |

### MASSIVE PRICE REDUCTIONS

| | |
|---|---|
| 2 Mb 72 Pin SIMM | £14.99 |
| 4 Mb 72 Pin SIMM | £17.99 |
| 8 Mb 72 Pin SIMM | £32.99 |
| 16 Mb 72 pin SIMM | £75.99 |
| 1Mb 30 pin SIMM | £13.99 |
| 256x4 DRAM | (each)£4.99 |

### Accelerator Cards

- Viper II-33 £129.99 — Up to 128Mb RAM, FPU socket & R/T Clock
- Blizzard 1230-50Mhz £159.99 — Up to 128Mb RAM, FPU Socket & R/T clock
- Blizzard 1260-50 £579.99 — Up to 64Mb RAM, MMU & FPU & R/T Clock
- Blizzard SCSI Module £89.99
- 68882-33Mhz PLCC £34.99
- 68882-50Mhz PGA £99.99

### A500/600 RAM Expansion

| | |
|---|---|
| A500 512k RAM no clock | £19.99 |
| A500+ 1 Mb RAM | £29.99 |
| A600 1 Mb RAM no clock | £29.99 |

Part exchange available on your old memory.

## Printers

New Low Prices

### Canon

- Canon BJ30 £159.99 — Portable mono printer, 30 page ASF built in.
- Canon BJC70Colour £185.99 — Portable colour printer, 30 page ASF.
- Canon BJ240 Colour £191.99 — Colour Printer, 720 dpi.
- Canon BJC4100Colour £222.99 — Quality colour/fast mono printing 720x360 dpi.
- Canon BJC4200Colour £254.99 — New version, With Photo Realism Cart. Option.
- Canon BJC620 Colour £348.99 — 720 x 720 dpi, near photographic quality

### CITIZEN COMPUTER PRINTERS

All Citizen printers have a 2 year warranty

- ABC Colour printer £129.99 — Simple (as easy as ABC) to use 24 pin printer. Comes as standard with 50 sheet Auto sheet feeder. Tractor feed optional at £34.99
- Citizen Projet IIc £164.99 — 300x300 dpi Colour Inkjet printer, 70 sheet Auto sheet feeder, HP Deskjet emulation.

### EPSON

- Stylus 500 Colour £249.99 — 720 dpi, 4ppm Black, 2ppm Colour.
- Stylus 200 Colour £179.99 — 720dpi, 2.5ppm Black, 1ppm Colour.
- Stylus 200 £139.99 — 720 dpi, 2.5ppm Black, Colour Upgradeable.
- Stylus Pro £386.99 — 720x720 dpi, Photo-Real quality output.
- Epson GT-5000 Scanner £339.99 — Entry level A4 Colour Flatbed Scanner.
- Epson GT-8500 Scanner £479.99 — 400 dpi Fully featured A4 Flatbed Scanner.

### star MICRONICS

- Star LC90 9 pin mono £75.99 — ASF built in, push tractor optional.
- Star LC240C 24 pin Colour £85.99 — ASF built in, 4 LQ fonts.
- Star SJ144 Colour £139.99 — Colour thermal transfer printer, low running costs, 3 p/p/m mono, 1.4 p/p/m colour.

### HEWLETT PACKARD

- HP400 Colour £154.99 — Full Colour, 600x300 dpi mono, 300x300 dpi Col.
- HP660 Colour £229.99 — 300x300 dpi Colour printer.
- HP 690/693Col. £254.99/£289.99 — 600x300 dpi Colour printer, now even faster.
- HP870 Colour £395.99 — 600x600 dpi up to 6 p/p/m mono, 3p/p/m colour
- HP 5L Laser printer £369.99 — 4 p/p/m 600 dpi
- HP 6P Laser printer £609.99 — 8 p/p/m 600 dpi

### Miscellaneous

| | |
|---|---|
| Printer Switch Box 2 way | £12.99 |
| Printer Switch Box 3 way | £17.99 |
| Printer Stands (Universal) | £4.99 |
| 1.8 Metre printer cable | £4.99 |
| 3 Metre printer cable | £6.99 |
| 5 Metre printer cable | £8.99 |
| 10 Metre printer cable | £12.99 |
| Parallel port ext. cable | £9.99 |

### Studio 2 New version 2.11

"If you want to get the best possible results from your printer, get a copy of Studio". £49.95 or £44.95 when purchased with a Printer.

## Consumables

### Ribbons

| | |
|---|---|
| Citizen Swift/ABC mono | £3.99 |
| Citizen Swift/ABC colour | £12.99 |
| Star LC90 mono ribbon | £4.99 |
| Star LC10/100 mono | £3.69 |
| Star LC10/100 colour | £7.99 |
| Star LC240c colour | £13.99 |
| Star LC240c mono | £8.99 |
| Star LC240 mono | £5.99 |
| Star LC24-10/200/300 Colour | £13.99 |
| Re-Ink Spray for mono ribbons | £11.99 |

### PREMIER-INK Cartridge Refills

Save a fortune in running costs with your ink/ bubble jet. Compatible with the HP Deskjet series, Canon BJ10/20/80/130/200/300/330, Star SJ48, Citizen Projet and many others.

Full range of colours available.

| | | |
|---|---|---|
| Single refills | (22ml) | £6.99 |
| Twin refills | (44ml) | £12.99 |
| Three colour kit | (66ml) | £19.99 |
| Full colour kit | (88ml) | £27.99 |
| Bulk refills | (125ml) | £24.99 |

### Laser Printer Supplies

| | |
|---|---|
| Hewlett Packard Laserjet 5L | £65.99 |
| Hewlett Packard Laserjet 5P | £75.99 |
| Hewlett Packard Laserjet 4L | £68.99 |
| H. Packard L.jet 4/M/5/M/N | £99.99 |
| Canon LPB-460 Toner | £79.99 |

Laser printer supplies for all major manufacturers available......Call.

### Ink Cartridges

| | |
|---|---|
| Canon BJ10/Star SJ48 | £17.99 |
| Canon BJ200/230 | £18.99 |
| Canon BJ30 (3 pack) | £12.99 |
| Canon BJC 70 mono (3 pack) | £10.99 |
| Canon BJC 70 colour (3 pack) | £17.99 |
| Canon BJC 4000 colour (single) | £16.99 |
| Canon BJC 4000 mono (single) | £6.99 |
| Canon BJC 4000 mono high cap. | £28.99 |
| Canon BJC 600e mono/col. | £8.99/£7.99 |
| Citizen Printiva mono/col. | £5.99 |
| HP. Deskjet 340 mono | £21.95 |
| HP.Deskjet 500 mono/col. | £22.99/£24.99 |
| HP. Deskjet 660 mono/col. | £23.99/£25.99 |
| HP. Deskjet 850C mono/col. | £27.49/£28.99 |
| Epson Stylus mono/col. | £13.99/£27.99 |
| Epson Stylus Col. IIs mono/col. | £17.99/£24.99 |
| Epson Stylus 500 mono/col. | £16.99/£24.99 |
| Star SJ144 mono/colour (single) | £7.99 |
| Printer Dust Covers | £5.99 |

### Paper

| | |
|---|---|
| Fanfold (tractor feed) 500 sheets | £6.99 |
| Fanfold (tractor feed) 1000 sheets | £12.49 |
| Fanfold (tractor feed) 2000 sheets | £21.49 |
| Single sheet 500 sheets | £6.99 |
| Single sheet 1000 sheets | £12.49 |
| Single sheet 2000 sheets | £21.49 |
| Epson Stylus 720 dpi paper pack | £13.99 |
| H.Packard Glossy paper pack (10) | £9.99 |
| High quality Inkjet Paper (500) | £10.99 |

### Disks

**Bulk DSDD**

| | |
|---|---|
| 10 x £3.49 | 100 x £26.99 |
| 30 x £9.99 | 200 x £49.99 |
| 50 x £14.99 | 500 x £114.99 |

**Branded DSDD**

| | |
|---|---|
| 10 x £4.99 | 100 x £41.99 |
| 30 x £13.99 | 200 x £76.99 |
| 50 x £21.99 | 500 x £175.99 |

**Bulk DSHD**

| | |
|---|---|
| 10 x £3.99 | 100 x £29.99 |
| 30 x £10.99 | 200 x £55.99 |
| 50 x £16.99 | 500 x £129.99 |

**Branded DSHD**

| | |
|---|---|
| 10 x £5.99 | 100 x £44.99 |
| 30 x £15.99 | 200 x £82.99 |
| 50 x £23.99 | 500 x £189.99 |

Disk labels x500 £6.99

Disk labels x1000 £9.99

## Video

Quantum | rombo

### VIDI Amiga 24 (RT)+
Colour Real Time Amiga video capture system
- Composite & SVHS inputs.
- Time Lapse remote grabbing.
- BMP,TIFF & PCX File Support.
- Load/Save 24 Bit ILBM & Anims

**£139.99**

### VIDI Amiga 24 (RT) Pro
Professional Colour Real Time Amiga video capture system
- Composite & SVHS inputs.
- 16.7 million colour grabbing.
- BMP,TIFF, PCX, ANIM, ILBM.
- Processing controls & effects

**£219.99**

### Pro-GRAB SVHS 24RT Plus
- Compatible with VHS & SVHS.
- Save & load in multiple file formats
- Support for virtual memory
- Additional teletext facilities
- Large preview window

Req. kickstart 2.04 & 1.5Mb free memory

**£129.99**

## Genlocks

hama

### Genlock 290
- Full fading of mixed graphics
- 2 ergonomically designed fader
- High quality output signal
- Independant power supply

**£639.99**

### Genlock 292
- Full fading of mixed graphics
- Fade to black of output signal
- Demonstration software inc.
- Independant power supply

**£264.99**

### A-Cut
- Video edit controller
- Works on Kickstart 2.0 and above
- Scenes defined, sequenced/exchanged
- Independant power supply

**£99.99**

### Fusion Genlock
- Comes with Scala HT100
- 92% Amiga Shopper June 95
- Composite only Genlock

**Only!! £99.99**

Entry level Genlock

## Graphics

### New!! Epson GT-5000
- A4 Flatbed scanner
- 300 dpi optical scan resolution
- Inc. PC Editing & OCR software

**£339.99**

NB: The Amiga range of computers req. additional driver software and a Bidirectonal parallel cable.

### Epson GT-8500
- Bi-directional Parallel & SCSI Interface
- A4 Flatbed scanner
- 400 dpi optical scan resolution
- 3200 dpi output resolution

EPSON scanners

**Only..£479.99**

### Epson GT-9000
- Bi-directional Parallel & SCSI Interface
- A4 Flatbed scanner
- 600 dpi optical scan resolution
- 4800 dpi output resolution

**£755.99**

Epson Flatbed Scanner Software & Cable...£59.99

### Hand Scanners
Power Scan v4. £89.99
256 g/scale on AGA Amigas, 64 g/scale non AGA

Power Scan Col. £174.99
24 bit colour scanner, 16.7 million colours

## Graphics Software

### New Photogenics 2 CD
24-Bit Graphics Manipulation

Requires 2chip/4 fast RAM minimum, Hard Disk & CD Rom Drive, K.start 3.0 or higher.

**only!! £89.99**

### Cinema4D
**£169.99**

Amiga Ray-Tracing software

Req. 3Mb of RAM, and Kickstart 2 or higher.

### Scala MM400
**£279.99**

### Special Offers
X-CAD 2000.........£9.99

Vista Pro Lite......£4.99

Full Retail Box and Manuals

Blitz Basic 2.1.....£29.99

## Music

### Technosound Turbo 2 Pro
8/12 bit Stereo Sampler plus many more advanced features

A bargain at only **£29.99**

### Mega-Lo-Sound
8 bit direct-to-disk sampler

Great value only.. **£24.99**

### ProMIDI Interface
- MIDI in, MIDI thru & 2 x MIDI out
- Compatible with all MIDI software

**only!! £17.99**

- 2 x 3metre MIDI cables £9.99

### AURA 16/8
**£74.99/£29.99**

Octamed compatible

16 or 8 bit stereo direct-to-disk PCMCIA samplers

### OctamedSound Studio
Latest version of the best music making program for the Amiga. **£22.99**

## Home Office

### Final Writer 5
Word Processor/Publisher

Latest version of this award winning software

**only!! £72.99**

### Final Writer Lite
Requires Kickstart 2.04 or above, 2Mb of Ram and 1 Floppy Drive, Hard Drive installable if desired.

**£39.99**

### New Wordworth 6 CD
- Any Amiga 2.04 or higher
- 3Mb of Memory
- CD Rom drive & HDrive.
- On Line documentation

**£39.99**

### Wordworth 6 Office CD
- Wordworth 6 • Datastore 2 • Organiser 2
- Money Matters 4.

**£49.99**

### Mini Office
Integrated Package
- Wordprocessor • Spreedsheet
- Database • Graphics • Disc Utilities

**£46.99**

### Final Data £39.99
- Requires Workbench 1.3 or more 1Mb of memory & 1 floppy drive.

### Twist 2 £74.99
Relational Database
- Requires Workbench 2.1 or above & 2Mb of memory

### Final Calc £94.99
- Requires Workbench 2.0 or above, 2Mb of memory min., H.Disk with 5Mb of free space

### TurboCalc 4 £49.99

### Directory Opus 5.5 £45.99
- Requires Workbench 2.0 or above, and a Hard Drive.

### Other Titles Available

| | |
|---|---|
| Disk Magic 2 £34.99 | IBrowse £23.99 |
| Maxon Magic £26.99 | Net&Web £31.99 |
| Devpac 3 £63.99 | Net & Web £71.99 |
| Gamesmith £79.99 | Termite £31.99 |
| Hisoft BASIC 2 £63.99 | Termite TCP £47.99 |
| Hisoft C++ £149.99 | Lightwave3D £429.99 |
| High Speed Pascal £69.99 | |
| Quarterback Disk Suite £34.99 | |
| GB Route Plus & GB Route Edit £29.99 | |

## Cables

| | |
|---|---|
| Amiga-CD32 Serial Network cable | £24.99 |
| Amiga Parnet Parallel Network | £14.99 |
| Modem Cable 9-25/25-25 | £9.99 |
| Null Modem Cable | £9.99 |
| Amiga-VGA Monitor Adap. | £6.99 |
| Amiga-RF TV Cable | £2.49 |
| Amiga-CM8833 Monitor | £9.99 |
| Amiga-TV Scart Cable | £9.99 |
| Printer Cable (1.8 metre) | £4.99 |
| Disk Drive/Monitor Ext. | £14.99 |
| Analogue PC J.stick Adapt. | £7.99 |
| Mouse/Joystick Extension | £4.99 |
| Mouse/Joystick Autoswitch | £9.99 |
| MIDI Cables (3 metre x2) | £9.99 |
| Centronics-Centronics | £9.99 |
| SCSI D25-50 way Cent. | £11.99 |
| SCSI D25-50 way Micro-D | £15.99 |
| SCSI Adaptors from.. | £15.99 |
| SCSI Terminators from... | £19.99 |
| Internal SCSI Cables from... | £9.99 |
| 2.5" IDE Hard Drive Cable | £5.99 |
| Amiga-3.5" Hard Drive | £18.99 |

### Custom Cable Suppliers
For all your custom cable requirements just give us a call, we can usually supply most cables next working day.

## Peripherals

### Wizard 560-dpi Amiga Mouse
**£12.49**

### Alfa Data 400-dpi Mega Mouse+
- 3 Button Mouse
- Extra Long Cable

**£12.99**

2 Button Mega-Mouse E £9.99

### AlfaData Crystal Trackball
**Only...£34.99**

### Amiga Modulator
**£34.99**

### Amiga PSU
**£34.99**

| | |
|---|---|
| Mousemat 4mm | £2.49 |
| Zip Stick joystick | £9.99 |
| Roboshift mouse/joystick switch | £9.99 |
| Amiga Joystick | £7.99 |
| Amiga Contol Pad | £9.99 |
| Kickstart 2.04/2.05 | £24.99 |
| CIA 8520A I/O chip | £18.99 |
| FPU 25mhz PLCC | £29.99 |
| FPU 33mhz PLCC | £34.99 |

### Zydec Speakers
ZyFi-2....£26.99

ZyFi Pro..£57.99

### Prima PSU
200watts of Power

4x Standard PSU Power **£69.99**

Special Offer

## Blitz Basic

### Blitz Basic2.1
Popular BASIC programming language for all Amiga's

Special offer **£29.99**

Special Offer

## Vista Lite-3

### Vista Pro Lite
Requires 2Mb of Ram & Hard Disk With Kickstart 2.04 or above.

**£4.99** Limited Offer

## Amiga CD ROM's
Delivery £1.50 per title or £3.99 for 4+

| | |
|---|---|
| 1078 Weird Textures | £12.99 |
| 17Bit & LSD Vol. 1 | £17.99 |
| 17Bit & LSD Vol.2 | £17.99 |
| 17Bit & LSD Vol.3 | £17.99 |
| 17Bit Collection | £10.99 |
| 17Bit Continuation | £14.99 |
| 17Bit Phase 4 | £6.99 |
| 17Bit 5th Dimension | £17.99 |
| 3000 JPEG Textures | £12.99 |
| 17Bit & LSD Vol.2 | £17.99 |
| 3D Images/Objects | £8.99 |
| AGA Experience 1 NFA | £12.99 |
| AGA Experience 2 NFA | £12.99 |
| Amiga Developers CD | £12.99 |
| Amiga Repair Kit | £35.99 |
| AmiNet 4 | £12.99 |
| AmiNet 8 | £12.99 |
| AmiNet 12 | £12.99 |
| AmiNet 13 | £12.99 |
| AmiNet 14 | £12.99 |
| AmiNet 15 | £12.99 |
| AmiNet 16 | £12.99 |
| AmiNet Set 1 | £23.99 |
| AmiNet Set 2 | £23.99 |
| AmiNet Set 3 | £26.99 |
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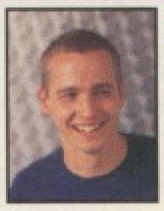



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CU AMIGA MAGAZINE ABC Jan-June 1996 36,856

# CU AMIGA MAGAZINE FEBRUARY 1997 • CONTENTS

## Editorial



**In with the new** as they say, and in that spirit we're kicking off our first issue of 1997 with a look to the future: the A\Box. This exciting new machine from Phase 5 looks like it could have the same impact that the A1000 did when it was launched over ten years ago. Take a look at our feature on page 18 for an insight into what it may hold for us all. As for the fate of the official Amiga, see this month's news for details of the latest twist in the long running saga. The concluding part of our Design For a Living feature is also here with sound advice for all budding professional 3D animators. And don't forget our unrivalled game reviews and technical tests, along with the ever-popular Workshop section.

Tony



## Cover Feature

### 22 Amazing A\Box

Read all about the stunning new machine that looks set to kickstart a whole new era in creative state of the art computing. Phase 5's A\Box should wipe the floor with the current crop of Mac and PC clones. But don't just take our word for it, find out what the big players on the Amiga scene think of it and the impact it could have.

## Feature

### 29 Design For a Living Part II

The second and final part of our guide to getting a job in computer graphics. This month we concentrate on the world of 3D computer animation. What skills should you be honing? How can you make an impressive showreel? Where can you find out about job vacancies? Do they use Imagine in Hollywood? All these questions and more are answered on page 29.



## Cover Disks and Super CD-ROM




### 8 Design Works

All the power of a top structured drawing system combined with a user interface that's a piece of cake to use. Design Works is just the job for all kinds of design and illustration projects, from technical drawings to DTP clipart creation and more. It's all here, fully featured and ready to go.

### 6 Minskies Furballs

Drawing on the classic Tetris theme for inspiration, Minskies Furballs is one of those games you just can't put down. An addictive arcade-puzzler of the highest calibre.

### 14 Super CD-ROM 7

Once again we bring you the best monthly CD-ROM on the scene, full of top shareware, Imagine extras, mods, utilities, graphics and everything from the floppy disk edition too!

## News



## Games

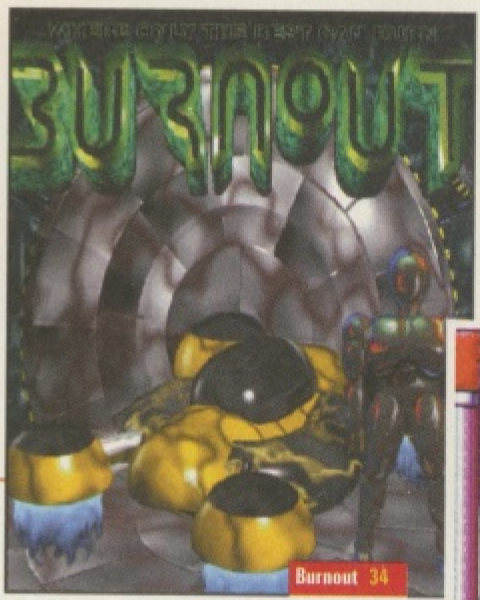


## Tech Scene – utilities and hardware



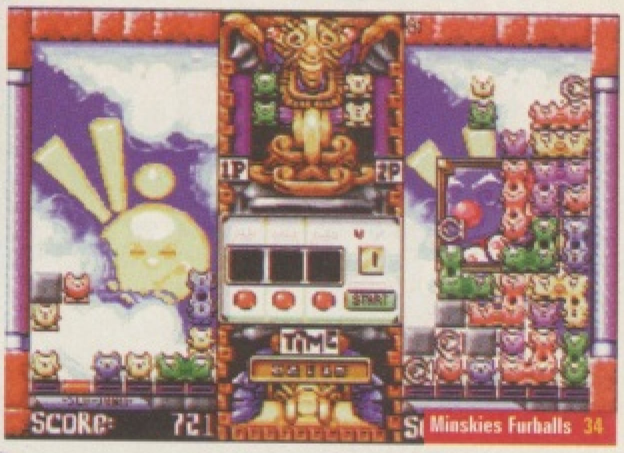
## Workshop





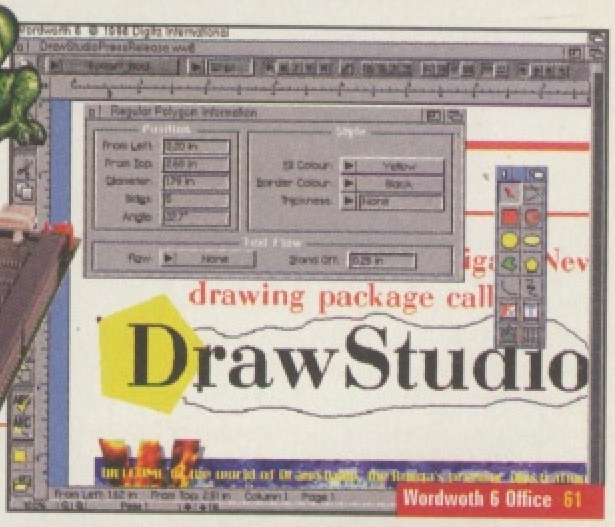
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Minskies Furballs 34


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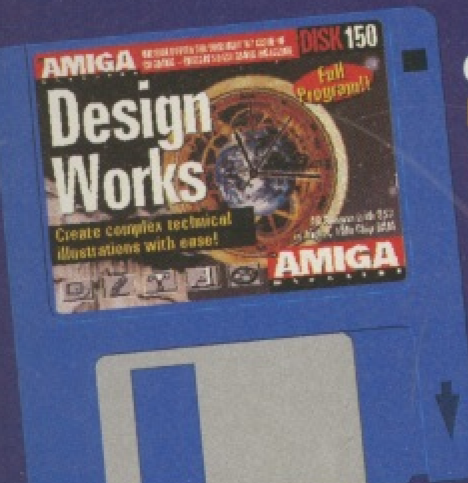





PD Scene 66

CD-ROM Scene 72

# cover disks
# Loading instructions




## Cover disk 150
### Design Works

**Before you go any further, write protect your disk. Boot from your hard drive or Workbench disk as normal and insert the Design Works cover disk. Installation of Design Works is very straight forward. Click on the install icon and follow the on-screen instructions and you can't go far wrong. If you want to install it to a floppy you'll have to have one formatted previously. The first screen gives you the option to select your level of expertise, which allows you to have some control of the installation process. Unless you have any good reason to do otherwise, select an easy option as this will save you effort. Click proceed until you are then asked where you want the Design Works directory installed. If you want to install to floppy, insert the formatted disk and click on Show Drives. Now select the destination from the list of drives. Make sure you don't select a disk with a space in its name as this may confuse the software! The installer will chug away for a few moments and then inform you that Design Works is ready to use. Single drive users will have a few disk swops to endure.**

**You'll also find directories on the disk containing support files for the Imagine and Wired World tutorials.**

## IF YOUR DISK/CD WON'T LOAD

We go to great trouble to ensure that the CU Amiga Magazine cover disks will work on common Amiga models. However, if you do experience problems follow this simple guide.

1: Remove all unnecessary upgrades and peripherals, such as printers and modems. Some trapdoor expansions can also cause problems.

2: Follow the instructions on this and previous pages exactly.

3: Contact our 3.5 inch disk people: DISKXPRESS, 7 WILLOW COURT, BOURTON INDUSTRIAL PARK, BOURTON-ON-THE-WATER, GLOUCESTERSHIRE GL54 2HQ. TEL: 01451 810788.
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We also vigorously virus check our cover disks on a branded virus checker. If some escape our attention we cannot assume responsibility for it.

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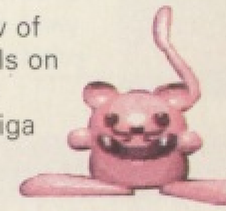
## Cover disk 151
### Minskies Furballs

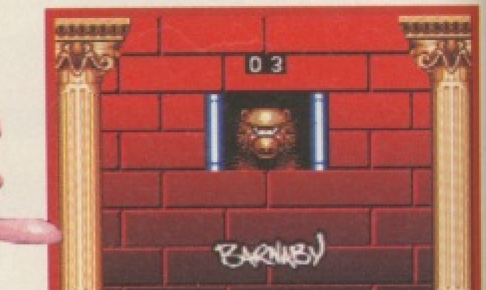



CU Amiga Magazine are delighted to announce that we have the exclusive demo of this great Tetris clone for you to try out. Minskies Furballs from Binary Emotions is one addictive game, once you've tried it it just won't be able to stop. Minskies works on all Amigas with 1Mb and getting the cover disk to run couldn't be simpler. All you have to do is put cover disk 151 into your Amiga turn it on. Voila: you've got two levels of Minskies to play around with.

The control is simple to get the hang of. Using either a joystick or the keyboard, the aim of the game is to get as many of the little coloured cats in groups of four or more. To move the blocks around use the cursor keys or right or left on your joystick. And to spoil your fun a little and makes things a bit trickier, your opponent will lob a few fish and grey bricks at you just to make things difficult. You've also got some weapons and protection devices at your disposal. To access a weapon just press fire, up, ALT and Amiga.

We got the exclusive review of Minskies Furballs on page 36 of this issue of CU Amiga Magazine so turn there straight away if you want to find out more about this great game.








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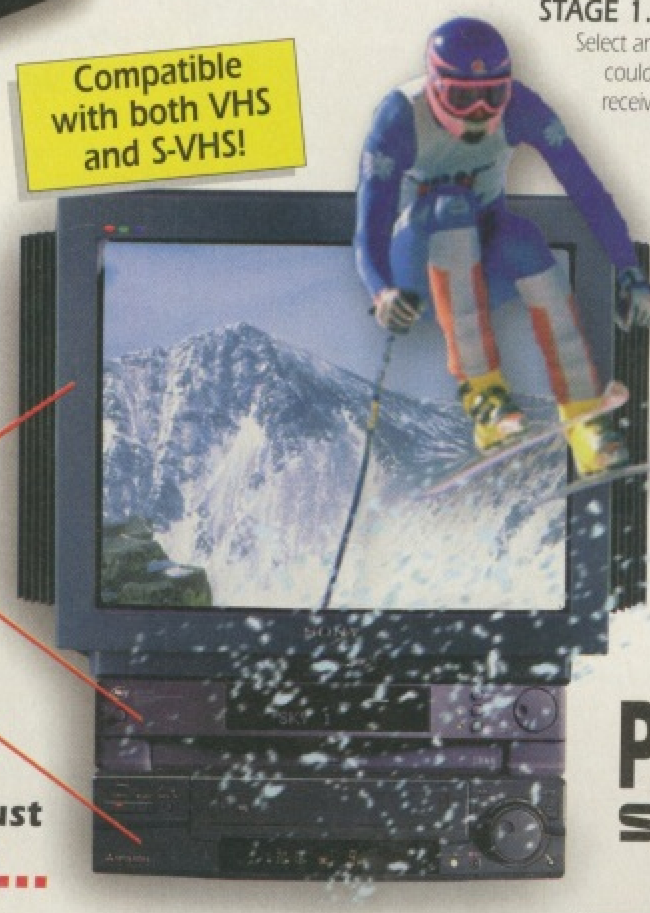
**STAGE 2...**
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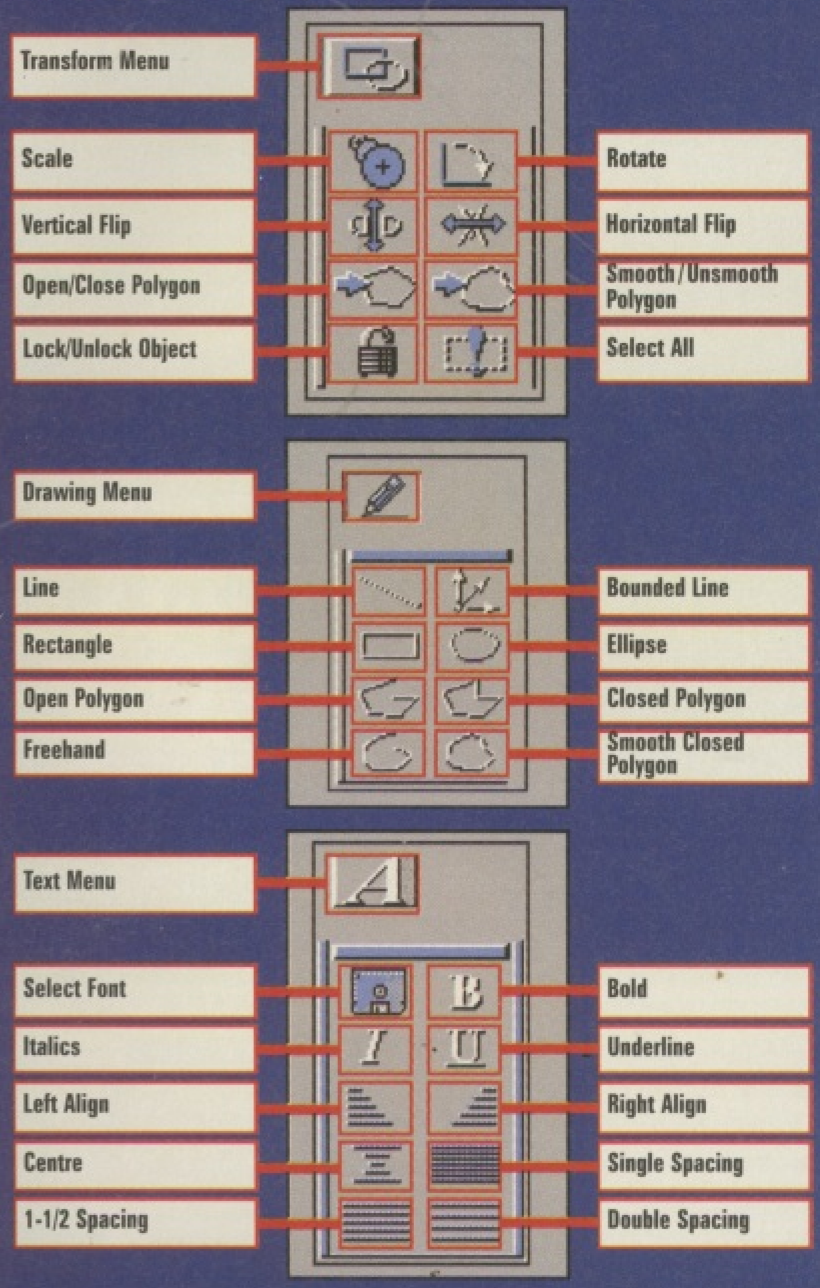
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# DISK 150 Design Works

## Those directories in full




## What is Design Works?

**Design Works is what is known as a structured drawing package. It differs from standard paint packages such as Personal Paint and DPaint in that instead of producing the image pixel by pixel, it produces it mathematically. What this means is that you can display or print it at any size or resolution without it losing detail and sharpness. It is ideal for making maps and diagrams, which if you've ever tried making on a standard paint program you will know can look abysmal when printed, however good they looked on the screen. It's also well suited to producing signs, symbols, banners, technical drawings and designs up to 50 inches square. It can use standard bitmap graphics too, allowing shapes and text to be overlaid on them. Posters, invitations, presentations, tape cassette covers – the list of uses is endless.**

**If you experimented with X-CAD 2000 which we gave away with our November 1996 issue, you will notice that Design Works has certain similarities. Both work with objects made up of lines. The difference is that while X-Cad 2000 specialises in precision and accuracy of scale, Design Works is all about presentation and ease of use. You wouldn't want to design a house with Design Works, and X-CAD is not the best program for producing giant birthday cards.**

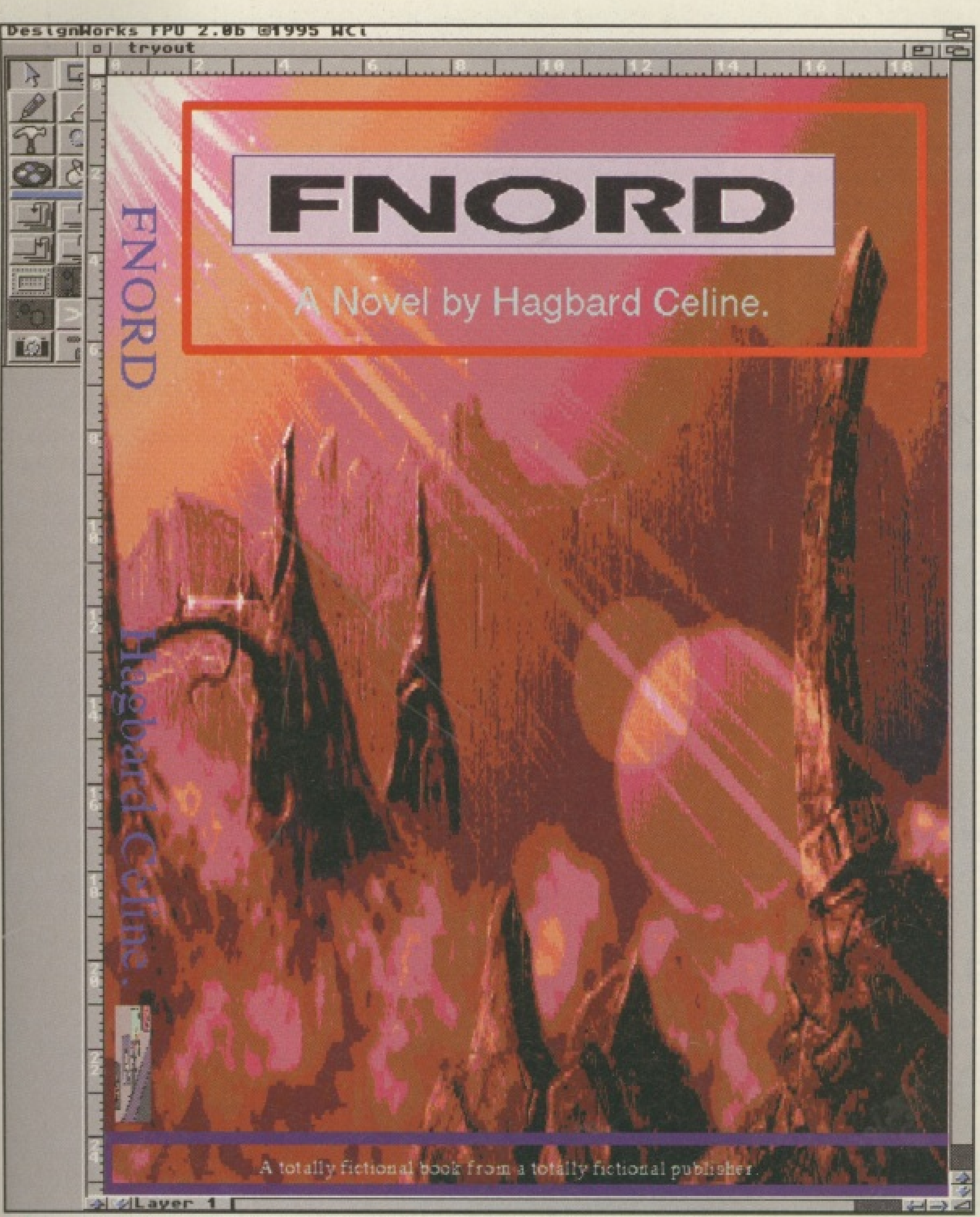
**Design Works' real strength is in its user-friendliness. Almost every feature is available at a couple of mouse clicks, and none are difficult to use. If you are familiar with similar design software, or DTP software, or even if you've used our cover mounted disk or CD of Wordworth, you are half way there. The basic idea is simple; you are presented with a page on which you can draw, write, paste images to. You can then print it out on your own printer or output the page to disk as an image for a repro house to print out for you on a superior type of printer. This tutorial will introduce many of the basic features of the software. If you would a further tutorial or have any specfic questions about Design Works, please write in and we'll do our best to answer queries through the pages of the magazine.**

Design Works is easy to use but don't be fooled by the simple display into thinking that there aren't very many options. When you first load up Design Works, you will see a small toolbox menu and a blank page. Each of the eight menu icons in the toolbox brings up its own sub-menu when selected, so there are a lot more options than appears at first glance.

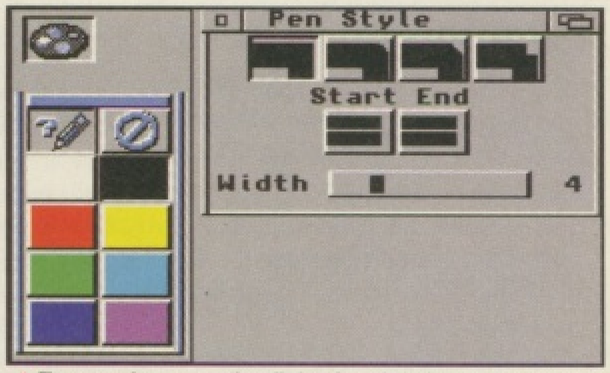
The bars running along the top and left edges of the blank page are rulers – if you have used any DTP packages or modern word processors, the concept should be familiar. If not, all you really need to know is that they show the exact dimensions of the printed page, and by watching the small red cursors on the two bars which track the mouse pointer, you can precisely align your objects.

## Getting started

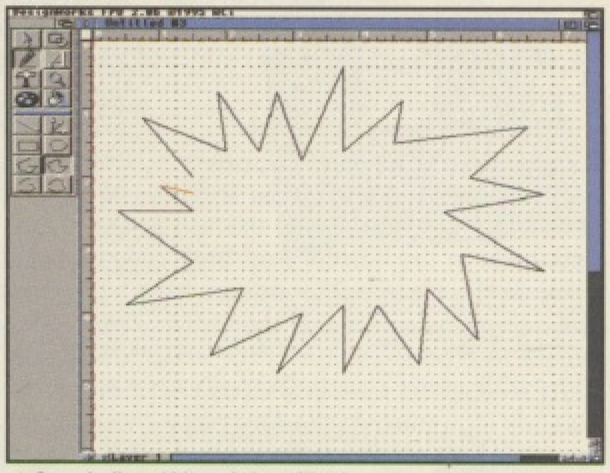
The first thing to do is to jump right in and try it out. Select the Drawing toolbox icon, which looks like a small pencil, and you



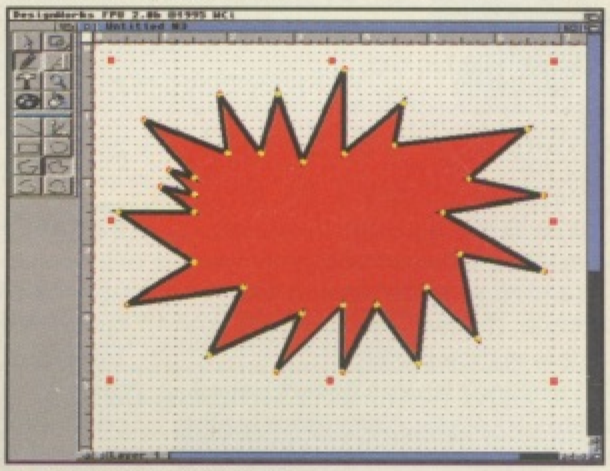

▲ You too can produce cheesy 70s style sci-fi book covers with consummate ease. The picture is by Moxica and Osmose.



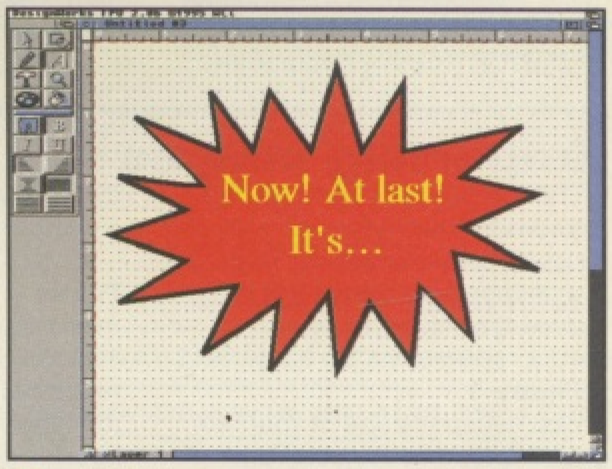

▲ The pen style requester is called up from the palette menu. It allows you to change the line width, joints and line ends.



▲ Once the line widths and shape fill colours are set, all you have to do is draw your shape and this...



▲ ...as if by magic, becomes this!

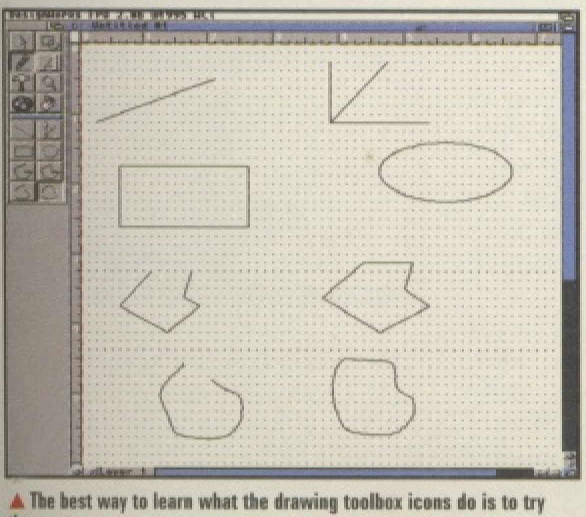



▲ Simply add the text, and in a matter of seconds you've drawn yourself an immensely useful sign.

will be presented with a sub-menu containing eight tools. These tools are : Line, Bounded Line, Rectangle, Ellipse, Open Polygon, Closed Polygon, Freehand Shape, Closed Freehand shape.

These are the basic tools from which everything you draw will be made. Try each one and find out what they do (see figure 1). Some of the options will go on drawing lines. Double-click on the final point to exit draw mode.

OK, done that? Go to the first menu in the menu bar at the top of the screen and select the first option, New, which will bring up a nice new sheet for us to work on. Draw a rectangle in the middle of the screen and then click on the Selection icon in the toolbox, which looks like an arrow. This is the option which allows you to resize, move or generally mutilate anything you have drawn. Click on your rectangle at any point along the line and you will see 12 red dots appear around the rectangle. Look closely and you will see that the dots on the junctions of the lines are rounded and the dots surrounding the shape are square. These two different types of dot serve very different purposes.



▲ The best way to learn what the drawing toolbox icons do is to try them out.

## Reshaping

Click on one of the round dots on the bottom of your rectangle, and hold the mouse button down. Now you can drag that dot, and the lines that go to it, anywhere you want. Drag it down a little way and then move it under the other round dot on the bottom line. When you release the mouse button, you will have a perfect right angle triangle. Now grab one of the square corner dots and try dragging that. These dots allow you to stretch the object in any direction, and if you move them far enough, you can make the object flip right over!

There is one more thing you can do with the selection pointer. Click on any part of the line and hold the button down. The outline will go red. If you move the mouse pointer around, you will

Continued overleaf ▶▶▶

drag the entire shape with you and can reposition it where you like.

## Colours

Next we are going to move into colour. Now that you have the hang of the basic functions, it's time to do a simple project. Close down any projects you no longer need and start up a new one. Select the bottom left icon, the one which looks like a paint palette. Select the first icon in the sub-menu, which looks like a pencil, to call up the pen style requester (figure 2).

Move the line width slider along until the number 4 appears by the side – this should be about the right line width. Close the requester in the normal way, and click on the black colour square in the sub-menu to set the line colour to black.

Now click on the Fill Pattern toolbox icon (next to the Palette icon), and select the red square. From now until you change settings, shapes will be drawn in a black line with a width of four and will be filled in red.

Ready to start? OK! Back to the drawing toolbox, select the closed polygon icon and start drawing a shape like in figure 3. You don't have to get the lines to join up yourself, because after you double-click to stop drawing the shape, the last and first dots you drew will be joined.

As soon as you have finished drawing, it will automatically fill in the shape and thicken the line. You should end up with something very like figure 4. If you are not totally happy with the way the shape has come out, remember you can reshape it by dragging the dots about.

## Adding text

Click on the Text toolbox icon (a big A) and you will see a fairly self-explanatory sub-menu. By clicking on the disk icon you can load in a font. The other icons allow you to align the text and select bold, underline or italic. Select a font – preferably a CGFont to avoid blockiness – in a large size. 40 point would be about right. Click the mouse pointer inside your shape where you want the text to start and type in a short message. The text will not wrap, so when you get to the edge of the shape, press return to continue typing on the next line. You can highlight text and select the centre aligning tool as I did for the shorter bottom line (figure 5) to improve presentation.

Select your text as an object by clicking on it with the Selection arrow pointer. Now go to the Palette and click on a colour, and the text will change to that colour. If you select the Fill Pattern toolbox icon, it will change the background colour of your text, but in this case leave it as red.

## Going further

There are of course a lot more options we haven't looked at. We haven't even touched on the Transform, Zoom and Macros tools, and there are all sorts of configuration and control options you can select from the menu bar. If you want to dive in and try them, you should find them quite intuitive and easy to understand.

## Hints and tips

**1. Hold down shift key when drawing a line to lock it to 90 or 45 degrees. Use the Settings/Gridsnap and Settings/Gridsize options from the menu for accurate alignment of objects.**

**2. To change screenmode, select the Settings menu. You'll find the sub option there. Don't panic when it seems to ignore you – you have to select Settings/Save Settings, then quit the program and restart before the screenmode changes.**

**3. The pen style requester allows you to choose how your lines start and end. Click on the end icon, change it to the arrowhead, and from now on any lines you draw will become arrows.**

**4. Select Project/Drawing Size from the pull-down menus and you can resize the drawing to make it fit on many pages by dragging the page shape which appears in the requester. Make it one page down and seven along. Select a very big font, and type a message across the page. Print it out for an instant banner.**

**5. Insure your printer is properly set up with the Project/Page Setup menu. Design Works uses the Preferences printer driver.**

**6. Select more than one object at a time by shift-clicking on them or by drawing a square around them with the Selection pointer (the arrow).**

**7. Multiple objects can be joined together by selecting the objects you want linked, and then clicking on the join icon, the fourth one down on the left of the Selection sub-menu. Joined objects are then treated as a single object and can all be moved, scaled or modified together.**

**8. Make shapes with no fill colour by selecting the null fill icon from the Fill Pattern menu – the O with a line through it. Alternatively, select a fill pattern and the null icon in the Palette menu for a filled shape with no coloured outline.**

**9. Change a colour in the Palette menu by double-clicking on it to bring up an edit colour requester. Change fill patterns by double clicking on the appropriate pattern icon. You can draw into the fill pattern with the currently selected palette colour to make your own fills.**

**10. Use the Project/Import option to load in images in IFF, JPEG, PCX and other image formats. These can then be reshaped and dragged like other objects.**

**10. Have fun!**

## Importing images

There is one very important feature we haven't yet dealt with: the use of bitmap graphics. This greetings card project will introduce the subject to you.

**Figure 1**

First set up the size of your project. Select the Projects/Page Setup option from the pull-down menu. Select a custom paper size and type in the dimensions of the card you are going to print on. I have set up the page for standard 6 by 4 inch card, which makes pocket size greetings cards.

Now click on the white square at the top left of the page (not the screen!) where the two rulers meet. Drag it half way along the top ruler, and release. The ruler is now centred on the middle of the card where it will be folded. Draw a one point line down the centre.

**Figure 2**

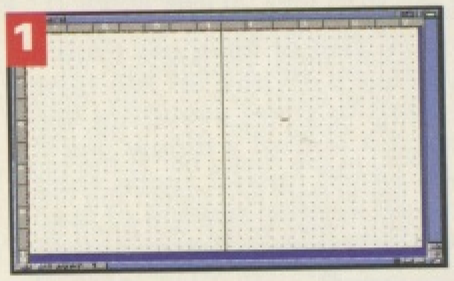
Select the Project/Import menu and choose a picture from the file requester. Pictures will tend to be too big when they load in, because Design Works uses 72 dots per inch as default. Rescale by clicking on the Transform toolmenu and then the scale button or by dragging the corner dots. Position the pictures, remembering that when the card is folded, the right half of the page will be the front. Pictures can be flipped horizontally or vertically.

**Figure 3**

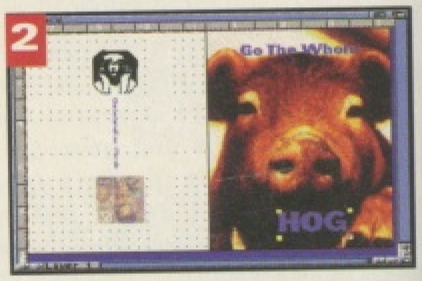
Once the pictures are in place, it is time to apply the text. Select the Text tool item, click on the disk icon and select a font. Use a simple, easy to read font for the most important text, as that way you get your message across without distracting from the picture. Reserve decorative fonts for specific effects.

Position the text cursor where you want the text and type. Don't worry if it doesn't look right, after you have finished you can drag the text about just like an object, and you can highlight all or part of it to make it bold, underlined or italic, change the size or change the font. When it's all positioned to your satisfaction, print it out, fold it, and post it to a pal!

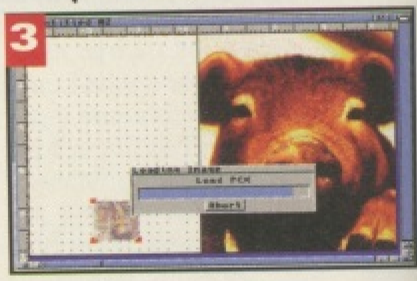
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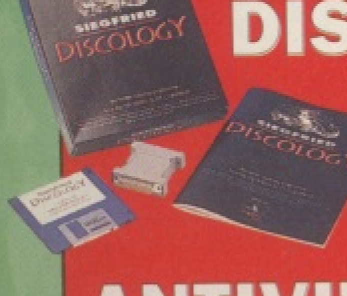
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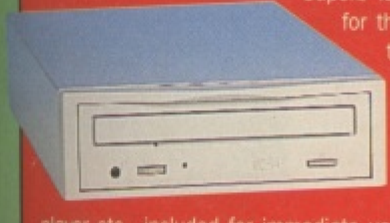
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# What's on Super

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## How to use CUCD7

As with prior cover CDs, CUCD7 can be booted on AGA Amigas with CD32 emulation or simply a straight CD32. All other CD-equipped Amigas can use the CD after booting from Workbench. The CD will not boot under any Kickstart earlier than 3.0. If boot from Workbench or a hard drive, it's important to first click on the 'Init CD' icon. This sets up various assigns and makes MUI 3.6 temporarily available if it is not already installed. Please note that running software directly from CD is a touch-and-go business. While we've gone to a lot of effort to make many programs run from the CD, others may have to be dragged to your hard drive either manually or by running an included installer. 'Init CD' also runs the New Icons patch so don't be surprised if the icons change.

## A word on Demos and games

Demos and games are almost never coded in a so-called OS-legal way. That means that while they may work for us, they might not work for you for several reasons. Either your hardware set-up is slightly different or some third party software running on your Amiga may upset the demo or consume resources that the demo/game requires. Please do not assume the CD is simply 'faulty' if any of this software refuses to run.

It simply isn't possible for us to ensure everything on the CD run on every possible hardware/software configuration. The majority of files will be fine on the majority of systems, but the further away your system is from the norm, the more things it is likely to fall over on. Do not be too surprised if you find some software doesn't work on your 512K Kickstart 1.2 A500 or your Power PC accelerated 4000T. The people who wrote the software probably didn't have a machine the same as yours to test it on.

There are things you can do to make the software more likely to run. Closing down any other software, screens and so on will free up resources. It might be better to cut to the chase and copy the demo/game onto your hard drive and then boot with no startup sequence. This involves resetting and holding down both mouse buttons, then click on "boot with no startup-sequence."

You'll then be placed into AmigaDOS so you'll need to know enough about that aspect of your Amiga to navigate to where the offending software is and run it. As a general rule, if the game or demo still doesn't work then it's incompatible with your machine. Some demos will only ever work when run in this fashion. If you get a requester asking for a specific volume then the software needs 'assigns' set up and so is fairly likely it has an installer that should have been run.

Finally, if you are having problems getting anything to run, please please make sure you have read all the documentation before you eat your CD in frustration!

## Minskies Furballs

This month's cover game is the excellent Tetris inspired Minskies Furballs from Binary Emotions. This addictive puzzle game demo pits you against the computer in a frenzy of fur-flying, brain-bending action. Swing coloured cats around as they fall (on their feet, don't worry) into a surprisingly passive heap. Match up rows or columns of like coloured cats to lower your own heap and raise your opponent's!

## Using CUCD7 on non-Amigas.

If you don't have a CD-ROM for your Amiga but have access to a CD-ROM on another computer, then it may still be possible for you to get a lot out of CUCD7. Files can be copied onto PC formatted 720k disks, then loaded into your Amiga using Crossdos, which came as standard with Workbench versions 2 and higher. If you don't know how to use Crossdos, you will find it fully explained in the Workbench manual. The programs on the CD will not run on PCs or Macs.

## What's in your drawers

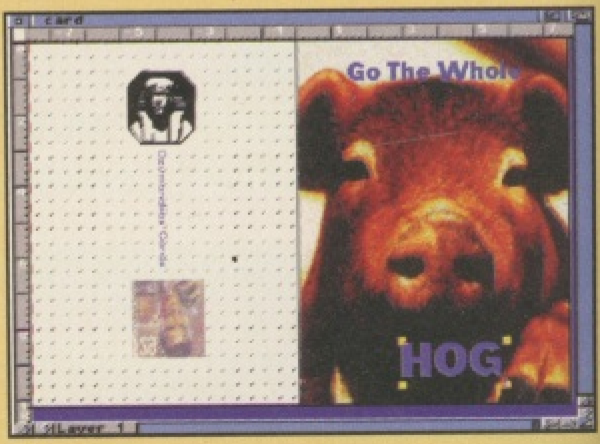



Readers who have used a CU Amiga CD-ROM before will find everything fairly familiar. CUCD7 is set up as a Workbench disk, and can be booted from on an appropriate system. Clicking the InitCD icon will set up your system to run from the CD properly. The first thing that you may notice as a result of clicking on this is that all the icons change - don't panic, this is the the excellent NewIcons system, not some obscure virus.

The Workbench 3.1 drawers such as Prefs, System, Utilities and Tools are in the root directory. If you haven't seen our last couple of CDs, then be warned there isn't a support drawer any more, and everything previously found in this drawer has been moved into Tools, System and Utilities, as appropriate. The Magazine drawer has also moved into the CUCD drawer.

## In the root directory of CUCD7;

**Design Works**




This month's full application is Design Works, a highly intuitive and easy to use design package which will have you designing your own birthday cards, album covers, architectural blueprints and more in no time. This program won't run straight from the CD - it needs to be installed, simply done by clicking on the install icon. You will find a short tutorial on Design Works on page 8.

**Worms – The Directors Cut**

Here is the ultimate upgrade for owners of the utterly brilliant Worms – The Directors Cut. This directory is packed full of comedy annelid action. A superior selection of custom levels exclusively for Worms – TDC, unique W – TDC soundtracks, and for the enjoyment of all and sundry, multiple megabytes of animated nematode nonsense to tickle your funny bones. Please be warned – if you feel deeply for the

# CD-ROM 7?




well-being of our soil-chomping brothers, steer well clear of this directory.

**Utilities**
Multiview, Clock and some tools for working with NewIcon images can be found here.

**Tools**
Contains the Workbench 3.1 tools drawer.

**Prefs**
The Workbench 3.1 preferences drawer and NewIcon prefs.

**System**
The 3.1 system drawer in addition to the Support drawer from CUCD4. The latest versions of MUI 3.6, PPShow, Visage, Flick, Parnet, NewIcons, HappyENV, GMPlay, Hippoplayer, Play16, Delitracker and SuperView are all crammed here to aid access to the rest of the CD.



**WWW**
This directory contains multiple megabytes of Internet WWW sites which be browsed directly off the CD without need of an Internet connection. Special CD Amiga versions of the premier web browsers, AWeb and IBrowse, are provided to access the site where an improved main menu system is now included for easier navigation around this treasure trove of information and entertainment.

## Inside the CUCD drawer;

**On-line**
The online section this month kicks off with the latest version of AmiTCP. HotListHandler helps take away those hotlist blues with Aweb, IBrowse and Voyager. Samba makes life a lot easier for those of you out there whose nightmares are filled with Amiga to PC networking and Anim>GifAnim is just the ticket for making your web site more animated.

**Programming**
Hex heads will be delighted to find thePhxAss 434 680x0 assembler in this month's programming section – if all those letters and numbers mean nothing to you, you probably won't like it anyway! ARexx users are very well supported this month with the RexxEvent commodity, RexxIntuition and ZedRexx, an Arexx GUI front-end system.

**Graphics**
A real bonanza awaits the graphics lover on CUCD7 with a large selection of anims in IFF and quicktime format, the latest GIF toolkit and CyberAVI, a collection of 3D objects to keep those of you who got last month's Imagine4 giveaway busy for weeks (months on a 68000!), and a bunch of backdrops and icons for smartening up your Workbench, including the latest AES NewIcons and the full Uberbench collection. You will also find the aMiPEG MPEG and QT quicktime animation players, with sample animations to try out.

**Readers**
Here's the section you produce! I've been scanning through all your contributions through the month and there's some really good stuff to see and hear. There are masses of mods, plenty of pics, gaggles of games and utilities unbounded, including the funniest card pairs style game I've ever seen and a superb collection of utilities which will make life a lot easier for users of Wordworth 3+, as given away on our December 96 CD.

**CD-ROM**
Here you will find the most up-to-date version of the excellent AmiCDFS filing system for CD-ROMs and some useful information for CD32 owners which will help them connect their machines to an Amiga and plug in A2000 style keyboards.

**Demos**
As usual we've included all the latest top 'scene' demos. There's hours of demo viewing entertainment to be found here. Some of these require fairly powerful computers to run, so check any accompanying text files first.

**Information**
The latest version of the AmigaGuide to the Amiga's shared libraries. All those libraries that have been hanging around on your hard drive for years that even Mulder and Scully couldn't explain are fully documented. Also the latest updates on Team Amiga.

**Utilities**
Power up your computer's foreign file format handling with the very latest AK datatypes for GIF, JPEG, PNG and SVG files. HFNMounter mounts virtual floppy disks on your hard drive, searchguide searches Amigaguide documents to allow you to cut to the chase.There is also a demo of PCx, the latest and possibly greatest software PC emulator, and the newest version of ClassAct.

**Sound**
All sorts for audio junkies this month, with a big collection of players and player utilities including BFBPlaymaster, a library based multi format modplayer; Splayer, a GUI front end for Play16; TREG real-time effects generator; Soundbox sampler converter and effects editor; MaPlay MPEG audio player; a demo of MIDICONV and much much more.

**Games**
Entertainment central with a collection of PD and demo games. As always we can't guarantee that they'll work on your particular Amiga so do read whatever documentation is provided, checking system requirements and so on. Lots of fun to be had here.

## Driving CUCDs

Generally driving CUCDs is as simple as clicking on an icon of something you want to run, play, see etc. You should find it will automatically activate a player, viewer or run the program without further ado. Of course if you access CUCD from a directory utility, then you can use your own choice of players, viewers etc. on the specific files.

We can't emphasise enough the importance of clicking on any readme or other documentation files inside each directory. There's simply too much material for us to detail here so you'll have to explore, read the documentation and see if each program or whatever is of use or interest to you.

So have fun exploring CUCD7 and don't forget to send us any work of your own so we can include it on later CDs! Also feel free to write into the magazine and tell us what you'd like to see on future CDs or how you'd like to see them organised. Address all letters of this topic to CD Editor.

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Now you can choose between the 68040/40ERC Cyberstorm II or the ultra powerful 68060 version. When you fit a Cyberstorm II 68060 Accelerator to your A3000, A3000T, A4000 or A4000T you can, for example, render a graphic with Imagine 2.0 software in just 2.4mins... Compare that with a massive 10.34 mins on a standard A4000 '040/25! With no jumpers both Cyberstorm IIs are fully plug and play and A4000 users can choose the option of a SCSI-2 module (A3000 users already have SCSI built into their Amiga hardware).

- Up to 128Mb of standard SIMMs can be installed and you can even transfer the 72Pin SIMMS from your Amiga A4000 straight onto your new Cyberstorm.
- Optional SCSI-2 module available
- If your budget currently only covers the cost of a Cyberstorm II 68040ERC, you can always upgrade later to the full 68060 processor for extra power.

| | |
|---|---|
| **Cyberstorm II** 40MHz 68040ERC - 0Mb - Expandable to 128Mb (PRICE CRASH!) | £329.95 |
| **Cyberstorm II** 50MHz 68060 - 0Mb - Expandable to 128Mb (PRICE CRASH!) | £529.95 |
| **Cyberstorm II SCSI-2 Module** | £89.95 |
| **Cyberstorm II SIMM RAM Expansions** (please call for prices) | £Call |

NEW 3D VERSION!

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### 64-BIT ENGINE A2000/3000/4000 (T Series) 3D Version 24-BIT COLOUR ACCELERATED GRAPHICS CARD.

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- MPEG Decoder - added to the Feature Connector to provide real time MPEG audio and video decoding at full size custom screens or, in Workbench windows (HQ display using 16/24 Bit modes from CyberGraphX Workbench). Stereo audio output is provided via the supplied dedicated line output jack. Upgrade to a Cybervision 64/3D and MPEG bundle (from previous Cybervision 64) for a SPECIAL LOW PRICE! - Call for full details now!
- Monitor Switcher - with integrated scan line doubler. Designed to fit into the Amiga slot this gives automatic switch over from the standard Amiga signal to Cybervision 64/3D's output. Both cards may be fitted inside A3000/4000 models leaving three Zorro-III slots free.

**Cybervision 64/3D...** 4Mb Version £219.95 HUGE PRICE REDUCTION!

**Options...** MPEG Decoder £174.95 Monitor Switcher £84.95

| System | MIPS |
|---|---|
| Std A500/600/1500/2000 | 0.55/0.72 |
| Standard A1200 | 1.33 |
| Standard A4000, '030 | 4.43 |
| A1200 with 1230-IV, '030 & 4Mb | 9.91 |
| Standard A4000, '040 | 19.10 |
| Amiga with 1240T/ERC, 2040ERC or CyberstormII 68040ERC | 30.00 |
| A1200 with 1260, '060 & 4Mb | 38.71 |
| A1500 /2000 with 2060, '060 & 4Mb | 38.71 |
| A4000 with Cyberstorm, '060 & 4Mb | 39.85 |

*Comparative MIPS performance figures measured using SysInfo. Each board had the appropriate SIMM fitted (required to activate accelerator).*

**BLIZZARD 1230-IV, 1240-T/ERC & 1260 ACCELERATOR BOARD FEATURES...**

- May be disabled with Simple Keystroke on boot up - For Full Games compatibility, even badly programed/older Software!
- Battery Backed Self Recharge Real Time Clock
- High Performance Expansion with Full 32-Bit wide DMA
- Easy Trapdoor Installation - no modifications required (1240T/ERC fits in Tower)
- 1230-IV features PGA FPU Socket allowing Optional 50MHz, 68882 FPU

## 1230-IV

BLIZZARD 1230-IV 030

A1200 TURBO ACCELERATOR and MMU - 50MHz 68030
0Mb Standard, Exp. to 128/256Mb
*9.91MIPS with 60 Nanosecond SIMM fitted*

### Blizzard 1230 MkIV Turbo Accelerator Memory Board

The highest performing 68030 accelerator available for your A1200! With its 50MHz 68030 and MMU, the 1230-IV offers BETTER PERFORMANCE at a LOWER PRICE! With a SysInfo rating of 9.91 (using a 60 Nanosecond SIMM) you can see the 1230-IV is very fast... a performance gain of up to 500% is achieved! Via its Fast Expansion Bus, an optional SCSI-2 Controller module can be easily fitted. An industry standard SIMM socket provides for up to 128Mb of auto-configuring 32-Bit FAST RAM (or up to 256Mb with the SCSI-2 option using its extra SIMM socket).

EASY TRAPDOOR INSTALLATION No modification necessary. Reliable low heat output.

**1230-IV Turbo** 50MHz 68030 & MMU 0Mb, 32-Bit Fast RAM Expandable to 128/256Mb — £149.95 PRICE CRASH!

**Fast 60 Nanosecond SIMM RAM Expansions** 32-Bit, 72 pin (*Call for prices*) — £Call

**Motorola Maths Co-processor** 68882 PGA type FPU, 50MHz — £Call

## 1240T/ERC

BLIZZARD 1240 T/ERC 040 — NEW

A1200T* TURBO ACCELERATOR and MMU/FPU for *TOWER SYSTEMS
40MHz 68040 - 0Mb Std, Exp. to 128/256Mb
*30MIPS with 60 Nanosecond SIMM fitted*

### Blizzard 1240T/ERC Turbo Accelerator Memory Board

A super LOW COST A1200 Turbo Accelerator Board, ideal for housing on any *Tower System A1200 main board (mechanical dimensions, high power consumption and heat emission require an active cooling cap - we therefore do not recommend fitting to standard A1200's without the appropriate modifications etc.). The "ERC" Processors used on these boards are recycled and vigorously tested 68040 CPUs operating at 40MHz with MMU/FPU - an excellent guaranteed and competitively priced alternative. Available options such as the SCSI-IV Kit and RAM are shared with the Blizzard 1230-IV and 1260.

**1240T/ERC Turbo** 40MHz 68040 & MMU/FPU 0Mb, 32-Bit Fast RAM - Expandable to 128/256Mb — PRICE CRASH! £249.95 — Can be expanded to FULL 68060

## 2040ERC

BLIZZARD 2040 ERC 040 — NEW

A1500/2000 TURBO ACCELERATOR and MMU/FPU - 40MHz 68040
0Mb Standard, Expandable to 128Mb
*30MIPS with 60 Nanosecond SIMM fitted*

### Blizzard 2040ERC Turbo Accelerator Memory Board

The Blizzard 2040ERC is a super new LOW COST board which offers A2000 owners the opportunity to upgrade to the same performance as our Blizzard 1240T/ERC board. Users will then be able to enjoy full A4000/040 power as well as take advantage of the built in SCSI-2 interface.
The "ERC" Processors used on these boards are recycled and vigorously tested 68040 CPUs operating at 40MHz with MMU/FPU - an excellent guaranteed and competitively priced alternative.

**2040ERC Turbo** 40MHz 68040 & MMU/FPU 0Mb, 32-Bit Fast RAM - Expandable to 128Mb — PRICE CRASH! £309.95 — Can be expanded to FULL 68060

## 1260

BLIZZARD 1260 060

A1200 TURBO ACCELERATOR and MMU/FPU - 50MHz 68060
0Mb Standard, Expandable to 64/192Mb
*38.71MIPS with Single Sided 60/70 Nanosecond SIMM*

### The Blizzard 1260 Turbo Accelerator Memory Board

offers Amiga A1200 owners FULL 68060 POWER with a board that plugs into the trapdoor slot! Your A1200 will operate at twice or even three times the speed of an '040 based upgrade and up to five times the speed of a standard A4000! Available options such as the SCSI-IV Kit and RAM are shared with the Blizzard 1230-IV and 1260.

**1260 Turbo** 50MHz 68060 & MMU/FPU 0Mb, 32-Bit Fast RAM - Expandable to 64/192Mb — PRICE CRASH! £469.95

EASY TRAPDOOR INSTALLATION No modification necessary. Reliable low heat output.

## 2060

BLIZZARD 2060 060

A1500/2000 TURBO ACCELERATOR and MMU/FPU - 50MHz 68060
0Mb Standard, Expandable to 128Mb
*38.71MIPS with 60/70 Nanosecond SIMM fitted*

### Blizzard 2060 Turbo Accelerator Memory Board

offers A1500/2000 owners the same specification as the Blizzard 1260 Turbo (A1500/2000s will operate at up to five times the speed of a standard A4000) with FULL 68060 POWER & also includes built in SCSI-2 interface! If you want the fastest A1500/2000 around... fit a Blizzard 2060 now!

**2060 Turbo** 50MHz 68060 & MMU/FPU with built in SCSI/2 0Mb, 32-Bit Fast RAM - Expandable to 128Mb — £569.95

**SCSI-IV KIT** SCSI-2 Module for 1230-IV, 1240T/ERC and 1260, with additional 128Mb SIMM socket — £89.95
*(Fast SCSI-2 DMA Controller - up to 10Mb/sec transfer rates with additional SIMM socket allowing extra memory to be fitted)*


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Blizzard and Cyberstorm products use MOTOROLA 680X0 series processors. They run **WITHIN** the electrical timing specification laid down by Motorola to prevent any possible overheating/reliability problems. So, when you pay for a 50MHz CPU for example, that's exactly what you get... not a 40, 33 or even a 25MHz CPU "clocked" to 50MHz! Look out for the **MOTOROLA MOTIVATED** logo - your guarantee of our commitment to quality and reliability - **BEWARE** of "clocked" CPUs!

T/ERC and ERC Processors used on selected boards are recycled and vigorously tested 68040 CPUs operating at 40MHz - an excellent guaranteed and competitively priced alternative.

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AMIGA FORMAT GOLD — AMS READER AWARD — CU AMIGA SUPERSTAR — AMIGA SHOPPER Star Buy — BLUE CHIP AWARD — CU AMIGA TOP RATED

### *What the Magazines think...*

*Amiga Shopper* **91% STAR BUY** *"...the Blizzard 1260 is destined to become the ultimate object of desire for A1200 owners."*
*Amiga Computing* **92% BLUE CHIP** *"...want the fastest Amiga in the World, get this board."*
*Amiga Format* *"...Ride on the fastest A1200 in the World..."* - 95% GOLD Rating

### How to Order from GH...

BY PHONE: Simply call our order line. We accept VISA, Mastercard, Access, Switch, Connect, Delta AMEX and Lombard Creditcharge (most 'store cards' are Lombard eg. Dixons, Currys etc) - WITH NO TRANSACTION SURCHARGES!

BY POST or FAX: Include your name, address and daytime/evening phone/fax number plus order details. If charging a credit/debit card include... number and valid from/expiry date (and issue number with Switch cards). Make Cheques (please allow 7 days clearance), Drafts or Postal Orders payable to Gordon Harwood Computers Limited.

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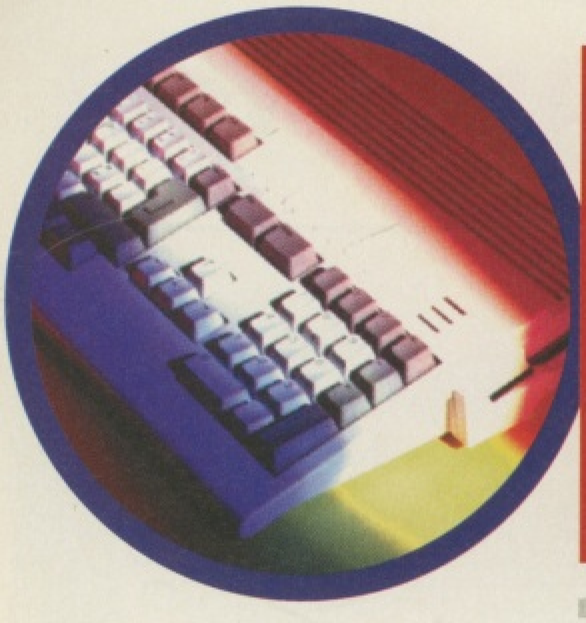
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# News

## VIScorp-Amiga Deal Off

VIScorp's contract to acquire the assets of Amiga Technologies has been cancelled. VIScorp had been lined up to buy the technology and trademarks of Amiga Technologies primarily for use in its ED set-top box project, designed to combine Internet access with home TV viewing. The contract was cancelled as VIScorp failed to pay the agreed US$20 million within the stipulated time scale, reduced from an original $40 million price from initial negotiations. This means the Amiga name and its technology is now open to new bidders. However, VIScorp are by no means out of the picture. They have stated that they will continue to work towards the purchase of the Amiga technology.

VIScorp say that they no longer believe the assets are worth the agreed price. They say a major factor was the loss of Escom as a guaranteed distributor for VIScorp's set-top and Amiga products since Escom filed for bankruptcy in July. Further, VIScorp claims that a large and valuable inventory has not been secured by Escom's trustee. Finally, VIScorp referred to unnamed piracies of the Amiga technology by 'small and large companies alike' reducing the value of the ownership of the technology.

VIScorp reaffirmed that they would continue to work towards the purchase of the Amiga technology. Until October 31, VIScorp directly funded the operation of Amiga Technologies from company resources.

It has been suggested that QuikPak are a favourite to acquire the Amiga rights. QuikPak are a Canadian company currently producing A4000T motherboards and selling complete A4000T systems. At the time of going to press the situation has not been resolved, so the state of limbo continues. CU will keep you updated.

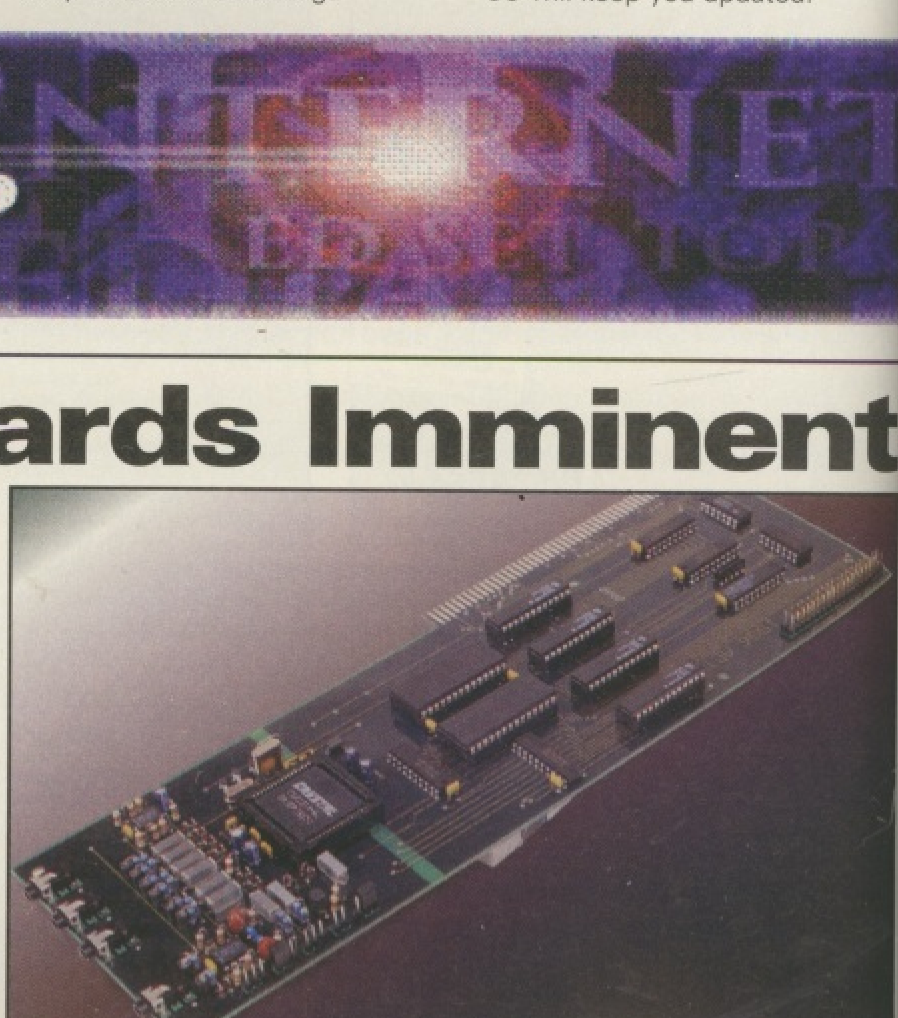



## New Sound Cards Imminent

Two new 16-bit sound cards are soon to be released as finally the choice of 16-bit audio upgrades starts to pan out from the limited selection that's been on offer. until now. ACT in Germany are currently putting the finishing touches to their Prelude card, while an alternative, Melody is in the works from a band of German Amiga hardware developers.

Prelude is a Zorro card for all Amigas, including the A1000 and also the A500 with a forthcoming interface. At the moment it's awaiting a full suite of software, although it already has AHI (Audio Hardware Interface) drivers which ensure compatibility with a number of existing audio programs, including HippoPlayer, Play16 and DeliTracker.

Likewise, Melody is a Zorro card but it features a DSP with specific features for playing MPEG audio. Digital input and output are promised alongside analogue equivalents. Specific support for the Melody card via OctaMED SoundStudio is apparently in the works. More news as we get it.



# Stateside

by Jason Compton



## VIScorp: All Change

Carl Sassenrath, original Amiga OS designer, has resigned as Director of Software for VIScorp. Citing intolerable management, among other things, Mr Sassenrath has since set out a broad list of goals for a future computer platform that would rectify the inefficiencies of modern computing.

In less dramatic fashion, I resigned as Communications Manager for VIScorp in mid-December. David Rosen, VP of Business Development, will take over the handling of Amiga inquiries for the company. Mr. Rosen is reachable at drosen@ix.netcom.com.

# Canada Show Success

Amiga Fest '96 went ahead as planned in London, Toronto, boasting exhibitors such as NewTek, Nova Design and AmiTrix. CU Amiga Magazine are glad to say that it enjoyed a large degree of success.

Amiga Fest '96, a subset of the larger, PC-dominated Computer Fest '96 in Toronto, drew a host of North American exhibitors including a strong contingent of Canadian Amiga retailers. Notable among these was National Amiga, which recently expanded its status as one of the premier Amiga dealerships by merging with a London, Ontario highstreet dealer under the National Amiga name.

Phase 5 was on hand to show off the PowerUP accelerator card as seen recently at the Cologne Computer '96 show in November (see last month's news section for more details), and to promote their A\Box computer, still in early development in Germany. Directory Opus 5 developer Jonathan Potter and his publisher, Greg Perry of GPSoft, were at the show all the way from Australia on the last leg of their worldwide tour. Paul Nolan was also at the show to help extol the virtues of the Siamese System.

The talk of the show was QuikPak, North American manufacturers of the Amiga A4000T. In addition to promoting their new 68060 accelerator card, the A4060, they had a pair of 'concept machines' on display: the A4060L and A5050T.

The 4060L is a development of the portable Amiga concept first introduced in August by VIScorp on behalf of QuikPak at an Atlanta user group meeting.

The A5050T is based on the Eagle Pentitrator system with seamless switching between the Amiga running 68060 and the PC side running at Pentium speeds, all in an A4000T case. This show model had an LCD bolted into its side, allowing you to use it as a flat desktop machine (albeit a rather large one) with a built-in display, but it




is unclear if this innovation will make it to market.

QuikPak indicated to a number of people at the show that they were actively pursuing a bid for the Amiga assets from Escom's bankruptcy trustee, Dr. Hembach.

The organisers of Amiga Fest, Amazing Software can be reached online at www.cyg.net/~amazing. QuikPak can be reached online at www.amiga-support.com/quikpak.

The World of Amiga '96 show, bizarrely scheduled to take place two weeks after the November Amiga Fest at the same venue, was cancelled when it became apparent that the two shows would clash.

## AMIGA FEST '96

# New Toaster Mag

A new Newtek-endorsed quarterly publication is currently in the works. Details are currently sketchy, but the launch of the magazine is planned for early 1997, and it should be bi-monthly within a year.

The new magazine will be welcomed by the Amiga community as the long-running Amiga video magazines Video Toaster User and LightWave Pro have ceased publication. However, there has been the promise of a six-month insert of Video Toaster news and information in existing Miller Freeman video and graphics publications.

Already some new publications are appearing to plug the gap. Visual Inspirations of Tampa, Florida has announced a new, free online magazine to support users of the Video Toaster/Flyer system and Amiga Lightwave artists. VI is a long-standing developer of tools for Video Toaster users. More information on their upcoming publication is available at http://vionline.com/newtek.

# High Spec Games

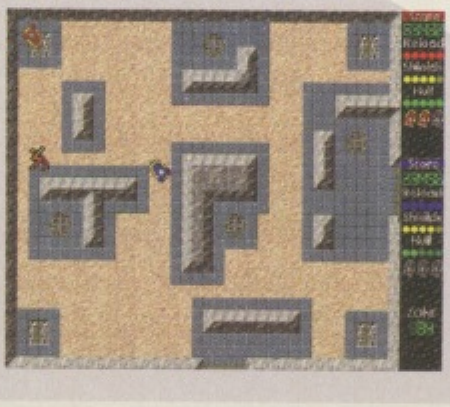
A new player, Aurora Works Inc, has entered the Amiga games scene, dedicated to developing quality products aimed at high spec machines.

Aurora Works Inc. has announced two titles for 1997. The first, Zone 99, is a strategy/action genre title with 99 levels of play and head-to-head action. The goal is to explore the gameworld in search of Zone 99 by completing challenges and overcoming obstacles, sometimes with the help of your opponent. A shareware demo is scheduled for January, while the full commercial release is set for March. The second, Betrayed, is to be an action/adventure set in a dark future. Details are sketchy but the release is planned for Autumn '97.

Aurora Works are aiming their titles at high-spec Amiga machines with 030 processors as a minimum. They also plan full support for the CyberGraphX video card standard and to take full advantage of the AGA chipset. More information on Aurora Works is available at www.auroraworks.com.

Aurora
W·O·R·K·S



# US Gets Multisync

Software Hut, a large and longtime Amiga dealer and distributor, have a significant quantity of Amiga Technologies/Microvitek multisync monitors for sale.

After AT returned their monitors (which it was no longer able to afford), Software Hut stepped in to take a number of them off Microvitek's hands.

Software Hut will carry both the standard M1438 14" monitor and the high-spec M1764 17" monitor complete with digital controls. Planned prices are US$470 for the 14" model and US$790 for the 17" model.



# Dream Machine

## A\Box: Future of Amiga?

**A\Box: an Amiga-compatible super computer with awesome specifications. CU Amiga Magazine investigates this exciting new phenomena to find out what it will mean for your future.**



How would you like one of these sitting on your desk? It's not an Amiga, it's not a Mac, it's not a PC. It's far ahead of all those machines:it's our impression of what Phase 5's stunning A\Box will look like when it rolls off the production line later this year. What you can't see from this picture is the absolutely awesome technical specification it boasts. Take a look at the Tech Specs panel on page 25 for a run down of the best bits. It's a beast of computer that sets out to deliver high end professional power to the masses. Realtime video editing, mind-blowing audio facilities, picture in picture displays and a lightning fast internal CPU and internal structure are all on the menu. And the price for all this and more? Phase 5 expect to give us all that for the amazingly low price of £1,300.

A\Box isn't a cheap do-it-all home computer to sit by the TV and run a few games and the occasional paint program. It has the potential to become a complete audio-visual workstation for the price of a low end PC. It's planned to run the Amiga's operating system, which should ensure compatibility with Amiga software. It's been designed from the ground up, so unlike current PCs, its software won't waste resources trying to get around limitations set by ancient hardware designs.

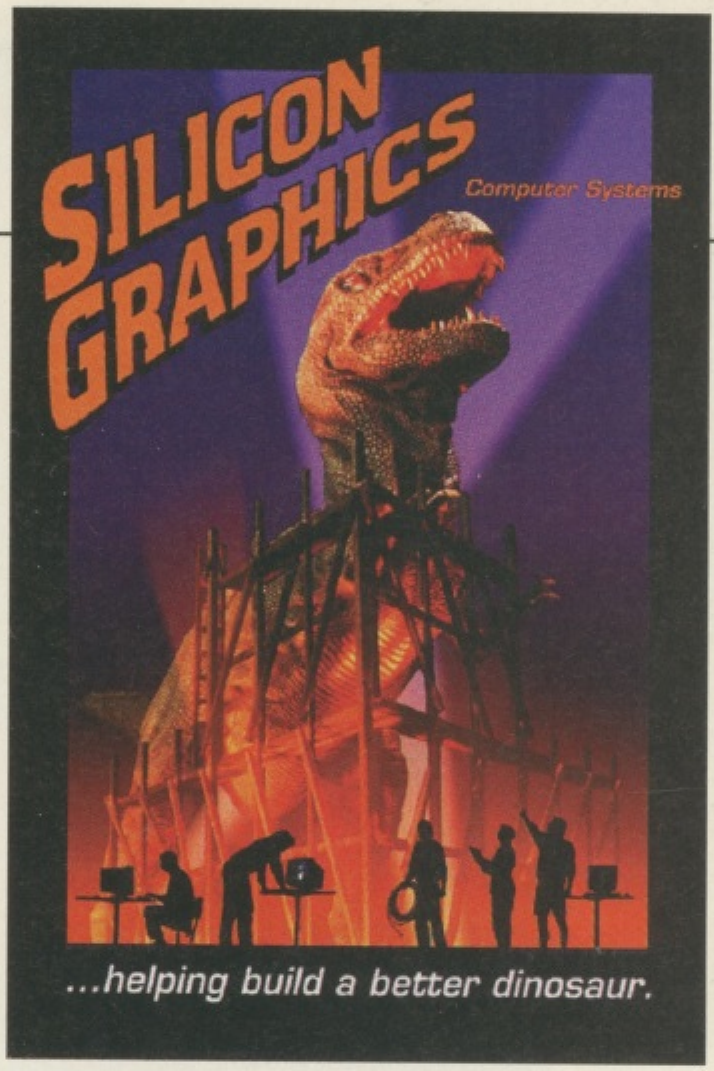
With a design like that, if it gets the software support and interest from third party hardware developers it could revolutionise a string of computer-based industries, working its way into TV and computer graphics production companies, music studios, professional video systems, DTP bureaus ... the list is endless. So far that's all speculation though. Whether or not it can fulfill its potential relies to a degree on the actions of its creators, Phase 5. So where has this machine come from, and just what is the philosophy behind it all?

## Phase action

Phase 5's outspoken MD, Wolf Dietrich, has never made any secret of the fact that they were prepared to go it alone with a next generation computer in the spirit of the Amiga, whatever the fate of the official Amiga hardware. They've been beavering away behind the scenes on their secret A\Box project for some time now. Mr Dietrich summed up his commitment to the A\Box:

"The A\Box project is the realisation of our vision of computing in the next century, which is driven by and dedicated to the vision of the Amiga itself. We do believe computers still can be real cool stuff."

To get a feel for the kind of reception it will receive, we spoke to a number of prominent players in the current Amiga scene. From our conversations with Amiga enthusiasts and software developers, the hardware specifications have certainly impressed. Almost everyone agrees that if the A\Box is delivered as Phase 5 promise, they would make the move across to the new platform. Understandably there's some reservation concerning vital details such as the degree of Amiga compatibility and third party developer support. Hopefully the machine can avoid the chicken and egg situation that other new platforms are faced with by being able to run the extensive catalogue of Amiga software at improved performance over real Amigas.



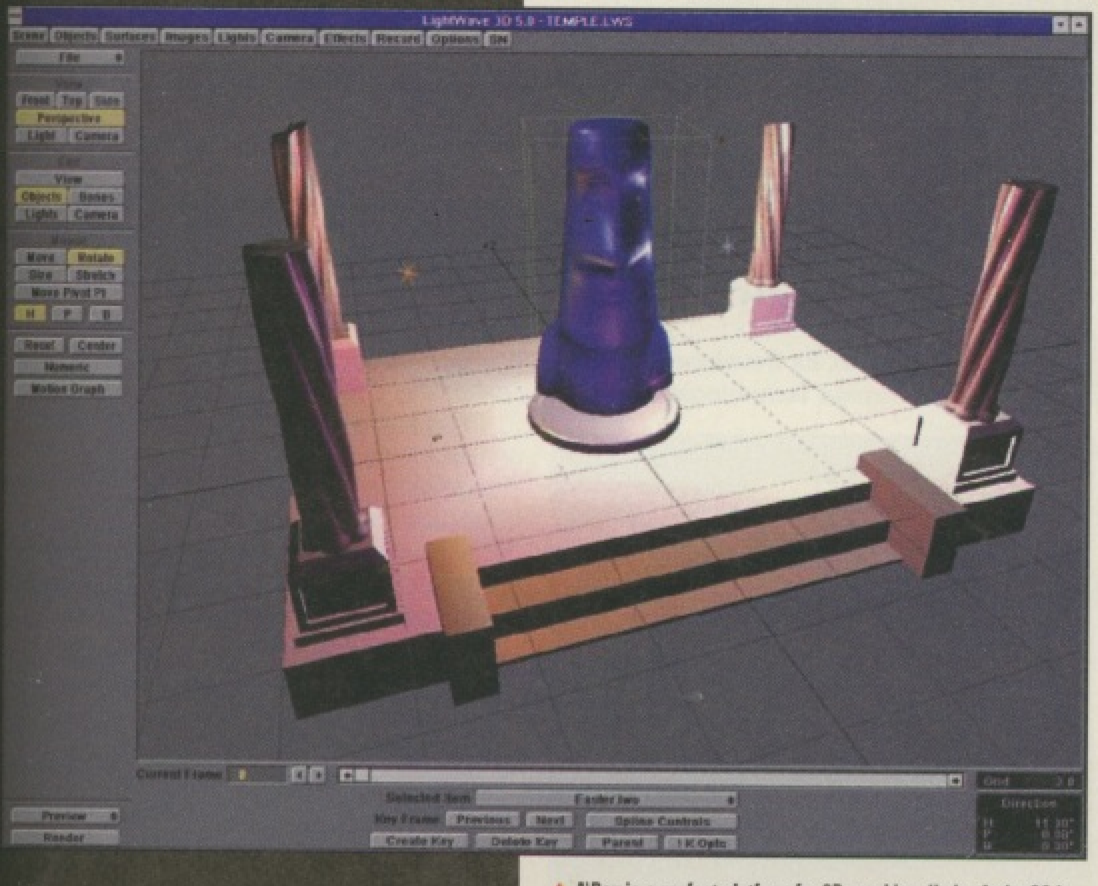

▲ A\Box looks poised to take on the giants of computer graphics such as the globally successful Silicon Graphics.

## DTP designs

Individuals involved in various areas of Amiga computing have expressed great enthusiasm for the hardware power directed at their particular interests. Larry Hickmott from LH Publishing had some particular thoughts about the A\Box and its potential as a desktop publishing system:

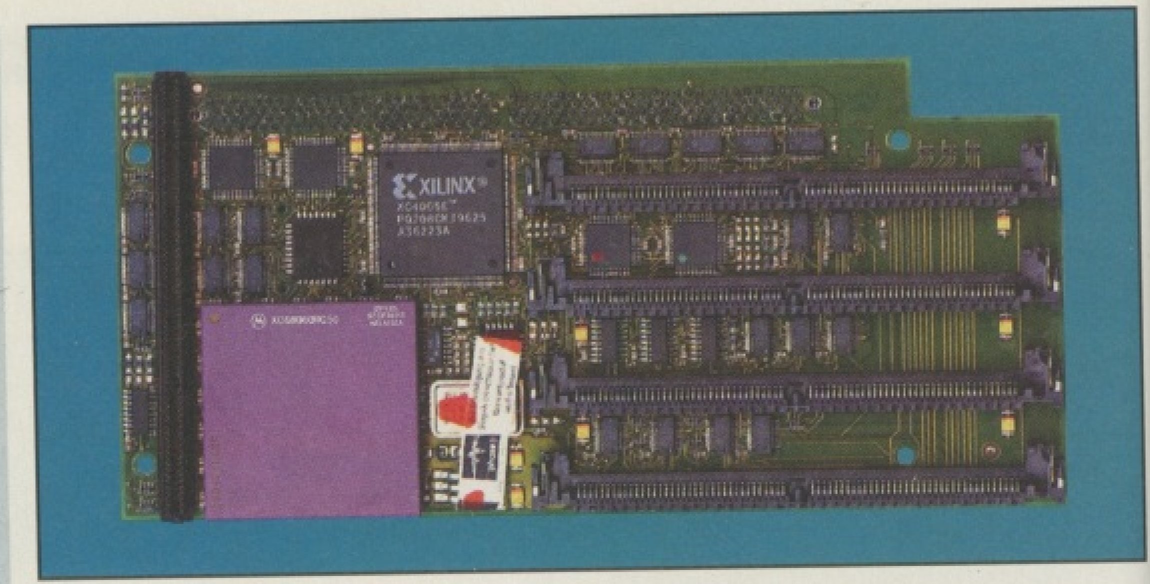
"The A/Box should revolutionise DTP for Amiga owners. Gone will be the ever so slow AGA 8-bit screens to be replaced by a

> **"Funny thing about the A\Box is that for years I used to 'design' dream machines like it in my mind. It is truly a dream machine ..."**
>
> **Carl Sassenrath - Creator of Amiga 'Exec', Ex Software head of VIScorp (see news).**




▲ A\Box is a perfect platform for 3D graphics. Under AmigaOS it could run Lightwave, even without its own native version.

▲ Right: the Cyberstorm 060, Amiga's first 68060 acellerator, was developed by Phase 5. This is typical of Phase 5's constant technical innovation, which bodes well for the future of the A\Box.




## Who are Phase 5?

phase 5

DIGITAL PRODUCTS

**To those in the know, while the Phase 5 announcement of the A\Box specification was stunning, it wasn't surprising. The German based Oberursel firm (near Frankfurt) has plodded on with developing high-powered expansion systems all through both of the two Amiga buyout dramas.**

**A relatively recent newcomer to the Amiga market, Phase 5 started out making the Amiga's first Zorro III SCSI card, the Z3 Fastlane. However they moved swiftly on to producing the first 68030 card for the A1200 with DMA-SCSI capability. They were also first to provide 68060 accelerators for the Amiga. Their Blizzard range of accelerators also didn't stop at the 030 and moved on up to the incredible 68060 with the Blizzard 1260. They also created the Amiga's first 64-bit graphics board, the CyberVision.**

**Statistically, Phase 5 shipped Amiga hardware products to the value of £5.5 million in 1995 and since Christmas 1995 30,000 hardware products have been delivered. Their meteoric rise from a minor developer to a major player in the Amiga market lies firmly at the hands of the two owner/directors Gerald Carda and Wolf Dietrich racking up over 20 'product of the year' style awards from international Amiga journals. They've also clinched their fair share of CU Amiga Superstar ratings. More recently and behind the scenes, Phase 5 have been working on a plan to move to the Amiga from the 680x0 CPU to the powerful RISC Power PC just like the Apple Macintosh has done. Phase 5 are also Macintosh developers which explains some of their experience with this type of technology.**

**At one stage, Phase 5 had an arrangement with Amiga Technologies to provide a drop-in Power PC upgrade for the ill-fated 'Walker'. Though Amiga Technologies wound down with the financial failure of Escom, Phase 5 continued to work on the Power PC.**

**Recently Phase 5 started shipping the so-called 'PowerUp' upgrades to Amiga developers. Initially an upgrade to Cyberstorm 68040/060 accelerators, even the later low-end A1200 units possess both an 680x0 CPU of some kind in addition to the mighty Power PC. This approach allows both professional and amateur Amiga developers to port their software gradually across to Power PC.**

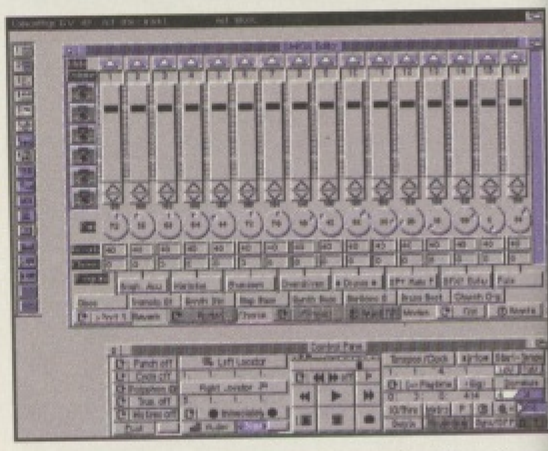
flexible system where you can choose a display up to 24-bits containing video data in RGB, CMYK and YUV formats. Combine this with the processing power of such a beast, its unified memory system, and anyone involved in DTP or graphics work will at last have a machine to take care of the most demanding tasks, providing Amiga software is still available to run on it when the A/Box is released. I can't wait..."

The Macintosh running the industry standard DTP software, Quark Express, has entrenched the machine into a profitable niche. However the Mac hardware is fairly primitive and the operating system is a less productive non-multitasking affair. The A\Box will have video display hardware and

> **"This is the kind of machine which I can believe in for the future. Phase 5 may not be the fastest in bringing a product to the market, but they always did what they announced."**
>
> **Michael Hohmann, Ex Developer Support Manager for Amiga Technologies.**




▲ Right: NewTek played a big role in the Amiga's success in the USA with their Amiga-based Video Toaster. The A\Box looks like the ideal base for a similar concept.



▲ With the right software, A\Box could do amazing things for musicians and blow current standard systems out of the water.

networking capabilities to put even the top of the range Power Mac to shame, and for a better price according to Phase 5. What's more, there'll be an Amiga style operating system to boot, increasing productivity through multitasking and a better user interface. All that's needed then is a port of Quark Express or at least some other DTP package with the same level of power. It remains to be seen if the A\Box will captivate the big developers in the same way as it has Amiga enthusiasts.

## Eager anticipation

Things are already looking good, though, with the Amiga's major remaining developers keenly interested in porting their packages initially to the PowerUp upgrades for standard Amigas and then later to the A\Box. Kermit Woodall of Nova Design Inc., creators of the superb ImageFX image processing software had this to say.

"The announced hardware specifications are exciting. Speaking as just another Amiga owner I think the biggest issues will be Amiga compatibility – either true compatibility or design philosophies. We are considering porting ImageFX to the A\Box but it's still too early to know what move Nova Design might make."

Mr Woodall reflects many of our concerns but finishes on a positive note by going on to say:

"We're also quite interested in backing Phase 5's PowerUp PPC board. This board addresses current Amigas quite nicely. We look forward to these as well since they can provide a path for present Amigas to

## So what's it got then? Here are the technical specifications

**• Power PC CPU**
Up to a theoretical 500MHz maximum, the A\Box is well poised to move with Motorola's Pentium beater. Multiple CPUs are even possible.

**• 128-bit high performance Unified Memory Architecture**
Memory access speed is a factor in CPU, disk and video/animation performance. The A\Box's 100MHz bus with SDRAM memory can manage an incredible 1.6 Gigabytes per second.

**• 64-bit processor bus**
Pentium PCs get by with a processor bus clock of 33MHz (not the CPU clock rate), the A\Box starts with 100MHz for blistering access to the system.

**• Two 24-bit video DMAs**
Not one but two video output systems, one for extremely high true-colour resolutions and the other for video work which may be genlocked. On-screen windows can be viewed from either using different image types (RGB or CMYK etc).

**• Four 16-bit audio outputs**
Each of these outputs at CD quality 44KHz 16-bit but can be real-time mixed for an infinite number of virtual mixed channels per output. The FAME DSP-RISC can be used to further process the audio.

**• Two video input ports**
Full digital quality YUV 4:2:2 inputs allow very high quality video grabs to be processed. Combined with the FAME DSP-RISC unit, they could be mixed in real time for Video Toaster style effects.

**• Two Audio inputs**
Standard 16-bit audio inputs for everyday to CD quality sampling.

**• LCD (TFT) display controller**
As standard can drive LCD screens like laptops pointing towards a portable A\Box being constructed with ease. Also handy for the desktop front-panel LCD idea as per our cover concept render.

**• PCI bus**
The high-performance card standard for the PC comes to the A\Box allowing the bolt-on of cheap third party hardware if any of it is needed

**• Local 16-bit DMA bus**
Running at 66MHz, this bus can be used for universal low-cost applications which need up to 132Mb/s transfer rates. Also known as the hacker's bus

**• 'Firewire' IEEE 1394**
An new extremely high speed interface standard accepting up to 64 devices, long cable lengths and up to 200 megabits/s transfer rate. Especially useful for digital video cameras and future devices.

**• 'FAME' DSP-RISC co-processor**
The Flexible Area Management Engine is custom Digital Signal Processor which can process audio/video data in real time for synthesis and effects. 3D graphics will also benefit greatly and you could even have circular windows.

**• Fast SCSI II**
Phase 5 go back to their roots with a built in fast DMA SCSI-II interface.

**• ISDN**
For the comms nuts, A\Box has a built in ISDN modem allowing dial-up or leased line access to the Internet and such forth.

**• Amiga compatible OS**
Running the whole show will be Phase 5's operating system which is already 100% AmigaOS Exec compatible, currently in testing. Advanced features such as built-in support for multi processors will be added.

achieve PPC speeds without sacrificing backwards compatibility."

## Sharing alike

With the A\Box's basic compatibility with the Amiga and the existing enthusiast base, shareware authors should find it straightforward to port and create new software on the platform. Understandably the developers we asked voiced concerns over developers tools being made available. In particular Magic User Interface was mentioned. If developer's support material such as the MUI graphical user interface library is ported to the A\Box then the same high level of Amiga shareware support is virtually guaranteed. We tracked down the author of MUI, Stefan Stuntz, to ask him about a port to the A\Box.

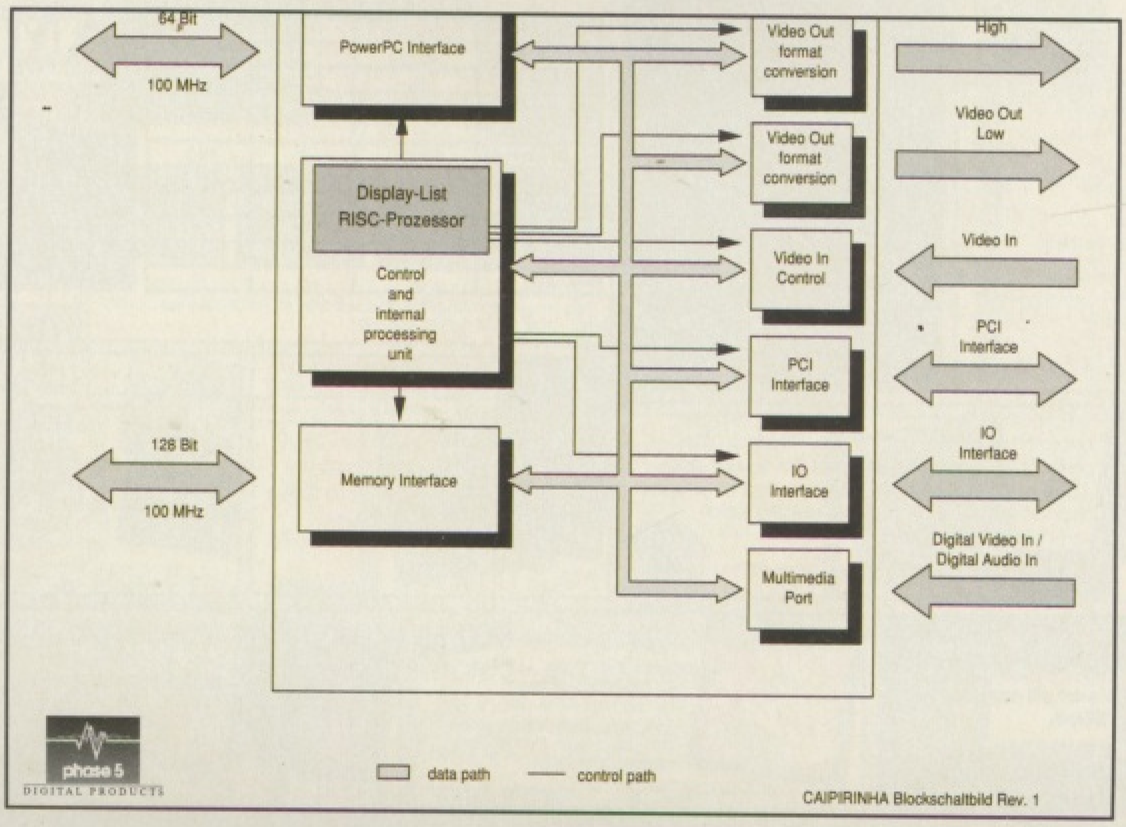
"As far as MUI goes, I do intend to port MUI to every important successor of AmigaOS,"

So will others follow suit? It's assumed that Phase 5's Amiga graphics retarg system, CyberGraphX, will form the basis of the graphics API (Application Programmers Interface). This should ensure compatibility with the Amiga's existing 24-bit software with CyberGraphX compatibility. For example, programmers contracted to Phase 5 have already extended the AmigaOS datatypes capability to 24-bit.

The capability of the A\Box to house very fast high-end Power PC CPUs and even multiple CPUs and the incredible graphics specification (and video output), means that Phase 5 could target the graphics workstation market the Amiga once dominated. Silicon Graphics workstations may be seen as being too expensive and with an inferior operating system, not to mention the lack of third party PD tools that Amiga compatibility brings to the task.

Even if Phase 5's Amiga compatible OS fails to gain support in this niche, Mr Dietrich told us that they were working on organising the drivers to allow a major flavour of Unix (probably Linux) to run on the A\Box. Again with its networking capability and built-in 'Firewire' high speed communications, it could find a foothold as everything from the basis of a professional 'render farm' to a stand-alone graphics workstation to an Internet server. Phase 5 appear to be hedging their bets wisely. ■

**Mat Bettinson**




▲ This schematic drawing shows a functional diagram of the highly integrated Caipirinha custom chip and its main functional units.

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# Design for a Living

## Part II: Professional 3D Graphics

**What could be better than turning your beloved hobby into a career? If you think you're a bit handy with 3D graphics you could do worse than to give it a shot ...**

How many times have you been watching a movie that seemed to be going nowhere, when all of a sudden it's transformed into an adrenalin-pumping thriller as a blast of computer generated special effects hits the screen? Even though these cutting edge effects are often there to bolster weak plots or gloss over wooden acting, the fact that they can make such a difference to a production just goes to show how important the whole computer graphics thing has become in the movie and TV business.

Since Tron amazed us all those years ago with its surreal computer animated scenes, techniques and tools have advanced to such a degree that now we're never quite sure what is real and what is a bunch of cleverly arranged pixels. Only a few years ago computer graphics in movies were limited to simulations of simple machines: spaceships, robots, anything except real life animate objects or creatures.

All that's changed now of course. Just look at the incredibly realistic creatures in the movie Jumanji (among others, the elephants were totally computer generated) or of course Jurassic Park, still to be outclassed by anything Hollywood has produced since.

And then of course there's Toy Story, the Steamboat Willy of computer animation, and the relentless march of the sci-fi epic such as the Star Trek movies and Independence Day.

Maybe you'd like to get in on the action yourself? There's no reason why you shouldn't if you've got the necessary skills and talent. All you need is determinations and some pointers ...

### Suggested systems

**You've probably already got all it takes to script, model, render and record your first video showreel, even if you don't know it. One of the Amiga's most useful aspects is its video output. Newer Amigas have a colour composite video output and all Amigas have a higher quality RGB video out to connect to a video recorder. This means you can record animations to video from any Amiga. Utilities such as Viewtek can play animations direct from a hard drive, so you don't need a lot of RAM but it helps. Both suggested systems below will be able to output large 3D animations to video tape.**

| Basic system | Desirable system |
|---|---|
| • Amiga 1200 | • 68060-based Amiga |
| • Hard drive | • V-Lab Motion video card |
| • CPU and RAM upgrade | • LightWave 3D |
| • Domestic VCR | • High quality S-VHS VCR |
| • Imagine 4.0 | |
| • Various PD utilities | |








Animation and modelling are the two main talents you'll need to acquire. This sequence of a galloping horse was created entirely from scratch by Jeff Ranasinghe of Pure Artwork using LightWave to model the horse and bring it to life. If you can come up with an original sequence like this you should be well on your way to a fruitful career in 3D.

If you want to earn a living from 3D computer graphics, you should have figured this one out already. Your Amiga is of course an ideal tool on which to cut your rendering teeth. Using last month's Imagine 4.0 cover disk give away (complete with FPU version, we wouldn't hold you back with only an integer version) you can emulate just about anything you'll see on the silver screen, even if you would need a fair bit of RAM and preferably a digital video hard disk editing system to pump out full video resolution sequences in realtime (not such a pipe dream in fact).

Imagine 4.0 can handle every part of the process, from wireframe modelling, through texturing with its own procedural features and brush maps, to animating with inverse kinematics, bones, and automated motion paths. While we can't claim Imagine is an industry standard with the movie business, it's the ideal system with which to learn the ropes and craft jaw-dropping showreels to present to the big players in Hollywood and other leading production companies.

Even the power of lesser Amiga set-ups can be harnessed to produce sequences that are sufficient to show off your talents. If you're trying to get a foot in the door of a computer animation production company, it's the underlying techniques and skills you should be displaying rather than the hardware you used to make your showreel. See the 'Suggested systems' box on page 29 for some example set-ups.

## Perfect combination

All the best 3D graphics you see in the movies (and anywhere else for that matter) are the product of a combination of the producer's knowledge and use of the software/hardware and traditional animation and cinematography techniques.

Think about it: how many names do you see scrolling up the screen during the closing credits of an average movie? Lots, because no one person can be expected to be an expert in acting, storyboarding, directing, producing, make up, wardrobe, photography, editing, sound recording, scripting, catering ...

However, all of these skills and more are required to put together a major league movie, and if the computer generated sequences are to fit seemlessly with the live footage, they too must be planned and 'filmed' according to the same set of cinematic 'rules'. To this end, it's worth trying to apply many of these traditional movie making techniques to your own sequences.

Computer animation opens up loads of new options which previously would have been too dangerous, too expensive or just plain impossible to achieve with conventional filming methods. If you're making your own brand of animations and 3D movies, you can do what the hell you like, but if you want to be snapped up by the movie industry you should be careful not to get too unrealistic with your lighting, camera motion paths and so on.

Not every 3D sequence has to resemble a ride in the front car of a roller-coaster. Even so, if you were to be taken on board such a production company, it would probably be your modelling and animating skills that would be of interest. Specific direction of the 3D sequences, including its photography, would not necessarily be your concern, but it won't hurt to show an understanding of the bigger picture.

## The right skills

Modelling and character animation are the two main skills to acquire and display. Unlike 3D work for games, which forces the use of very few polygons and simplistic structures (in a game everything must be re-rendered up to 50 times every second), 3D modelling for TV and the movies gives you more freedom to develop your objects with finer details, both in terms of the underlying wireframe mesh, and the textures and bump maps that adorn them.






Below: more animation from Jeff Ranasinghe on a more sinister tip. Right: CU Amiga reader Patrice Mille demonstrates the cartoon modelling style with an odd-looking character.

4



8



Building up a complex animated model from scratch can be a daunting prospect for the beginner. It's not easy and neither is it something you're likely to pick up overnight. It can be tempting to take a nice big object from a CD-ROM and just use that in your own animations, but if you can't model your own then you're not going to have much to offer any prospective employer. Anyone can load an object, position it and hit the render button. However, if you want an insight into how models are built, then examining and modifying existing objects is a good place to start.

It's worth taking time and testing yourself to see if you can really cut when it comes to making highly realistic models. It might be a painful process, especially if your Amiga is on the slow side, but there's no point presenting anyone with a bunch of half baked characters and objects that have visible seams, stray polygons and edges that don't match up. It would be better to fine tune a couple of really impressive pieces that are more likely to get people to take notice.

## Rich in texture

Good texturing can make the difference between an object that looks like a bit of computer graphics and something that's totally convincing. Procedural textures are great and can be perfect for some jobs, especially for very large scale renders of organic objects, but don't forget brush maps though.

The main problem with using brush maps is that they pixelate when viewed too close up, but they do give you the advantage of being able to scan or grab images and patterns from any sources you have available. If you're working on a showreel project to go onto VHS video you should be able to work around these problems. Brush maps are very useful, especially if you want to 'cheat' by making up some objects as part of the background scenery: just build a simple plane object and wallpaper it with your brush map. Make sure the camera doesn't get too close or view it from the side.

Brush maps are just as useful for those big showcase objects too. Remember that you can make your own brush maps from scratch, modify existing images or even render procedural textures to surfaces and then enhance them from within a paint package or image processor, to be re-applied to an object within your 3D software.

## Realistic animation

The third and possibly most important skill is animating your objects. This doesn't mean putting an object in a scene and setting a path for the camera to zoom around as it tracks the central object. This is real animation, in which the various features of the object move realistically, with convincing inertia, speed, interplay with each other and a natural fluidity.

Depending on whether you're animating fictional cartoon type characters or going for convincing monsters (or even humans), you'll need to use different animation styles. For cartoons, get some books from the library that explain the concepts of bendy, stretchy animation. For real life creatures you're best off examining filmed footage of the real things, or at best close relatives (you might want to study lizards for example in preparation for a dinosaur animation).

If you're really confident you could have a crack at modelling and animating a human. Now that's a challenge and a half. Beware though, if you can't pull it off, don't expect people to tell you "it's good, considering...". No-one is going to be impressed by a sequence that stars a crash test dummy playing the part of Arnold Schwartzenegger (although the 3D model's acting might be a bit of an improvement – only joking Arnie).

## Originality

When you're starting out, mimicking those at the top of the trade is a natural thing to do, and can be a valuable part of learning the ropes. However, it's original ideas that will get you noticed. Look at it from a prospective employer's point of view. If they get a showreel through the post and it apes all the effects and tricks seen in their latest production or uses the flavour of the month theme, why should they be interested in you? They could do that themselves.If you can impress them with a trick or an effect they've not seen before, or do something much better than it's been done before you'll get their attention and immediately command some respect.

Spinning corporate logos probably won't raise many eyebrows. Any rendering system worth its salt can import a font, texture it, bevel it and warp it through a set of gymnastic moves with little more than a couple of mouse clicks.

Above all, stick with it and if you really are sure this is what you want to do, you'll probably get there in the end.

Thanks to Jeff Ranasinghe and Pure Artwork for their help with this feature. ■

**Tony Horgan**

## Your best foot forward

**The way you present yourself and your work is critical. Even when someone is actively recruiting new staff, the chances are that they will not have much spare time to spend to look through applicants' work. Make it easy for them. VHS video tape is the best way to present a showreel. Don't string out your showreel with long credits and introductions that fade up and down over the course of a few minutes. Cut all that out, bar a few seconds containing all your details (don't worry, they will have a pause button on their VCR) and cut to the chase with short and snappy sequences that show off all the best points of your models and animations.**

**Render your showreel to full screen size if you have the time, CPU power and memory, but if not then don't be too concerned about using a smaller screen size. VHS won't make perfect copies of your animations, so using HAM or HAM-8 screenmodes will be fine, and allow for a high output frame rate and good colour depth.**

**Colour print-outs of your work should also accompany your showreel and covering letter. These will have an instant impact and can be especially important if you are submitting work 'cold' in a situation where the recipient may not be able to watch your showreel there and then. Remember to put your name, address, phone number and any Email details on everything you submit.**




◀ The Internet is one way to approach companies. Industrial Light and Magic advertise various jobs on their web site: www. npaihb. org/~ ilm

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# Screen Scene



**Great news for games fans: we've got the exclusive cover disk and review of Minskies Furballs for you, this issue. And Microprose make a welcome return to the Amiga.**

## Interview



## Previews



## Reviews

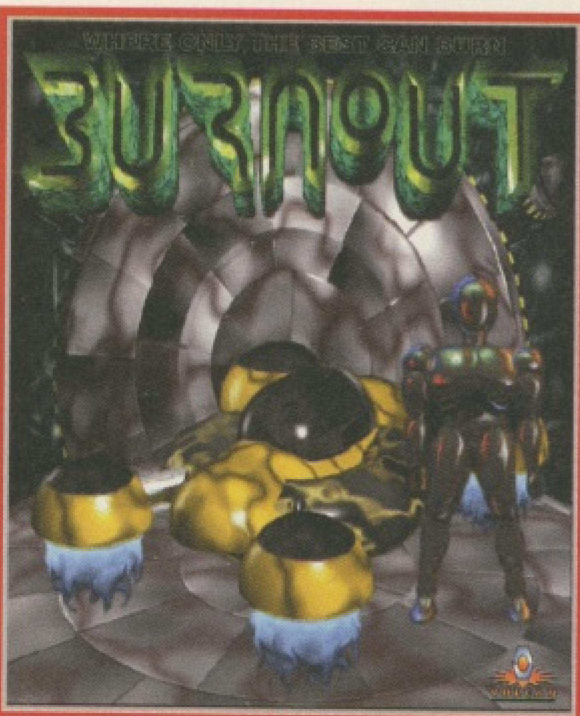


## Tips & Guides

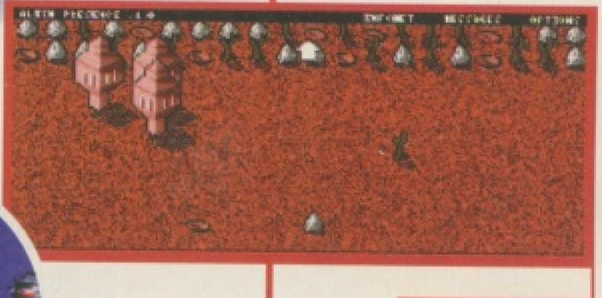








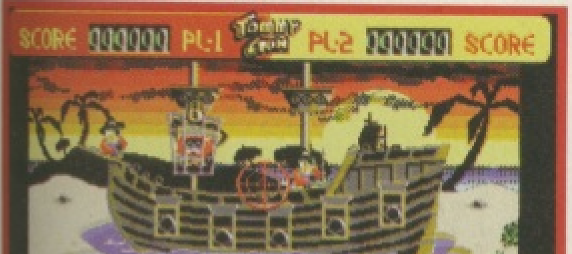

Burnout 34



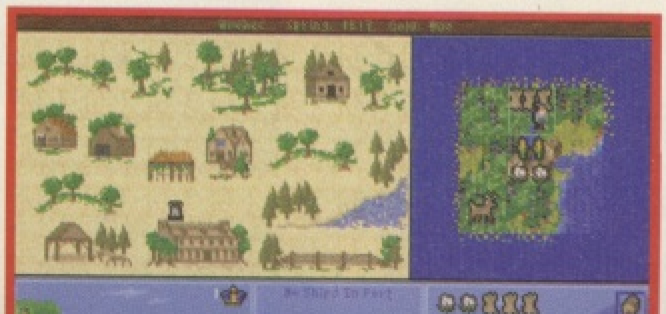
Alien Presence 34




Minskies Furballs 36

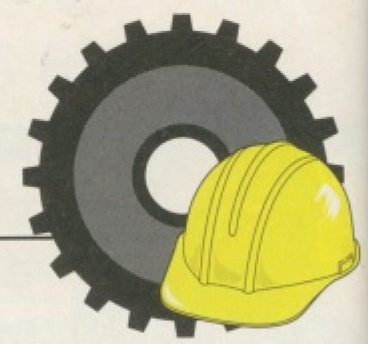



Tommy Gun 38



Colonisation 44

# Previews



## Alien Presence:

### Dawn of the Sixth Sun

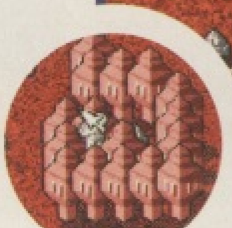
**■ Due for release: March ■ Developer: Apex Systems**

Remember Utopia – excellent strategy game? What about its much better sequel K240? Yeah, I loved those games, but we haven't seen anything as good on the Amiga for ages now. However, that may all change as Dave Kirk of Apex Systems has just shown me a very early demo of his new game in development, Alien Presence: Dawn of the Sixth Sun (DOSS). Even at this stage




DOSS looks like the game that will take over from where its predecessors left off. The main aim of the game (just like Utopia and K240) is for you to build, expand and explore the far reaches of space and for your intrepid colony to develop on one of 100 planets across more than 20 star systems. With that in mind you must be successful in co-ordinating your resources by building structures, giving your people suitable employment, defending yourself against alien onslaughts and tracking astronomical events like comets, meteors, and wormholes, just like the ones found in TV's Babylon 5! Most of all the hard stuff is being done by





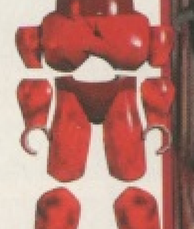
Dave himself, but it will probably be a while before we see it 'in its final form', as it's a long way off from completion. It looks like DOSS could well give Amiga games players what they want, as this is possibly their most ambitious project yet. CU Amiga Magazine will definitely find out more over the next few months when we shall uncover the rest in a full review as soon as possible. ■

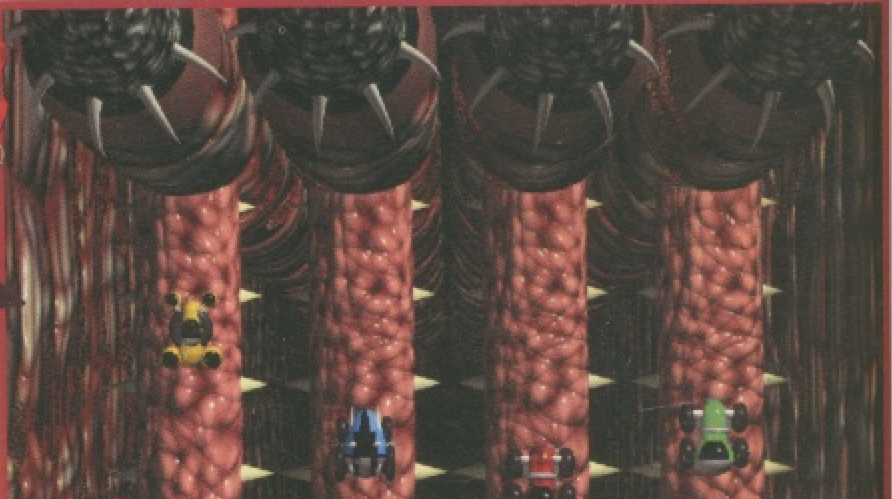
**Mark Forbes**

## Burnout

**■ DFR: February**

**■ Developer: Vulcan Software**





Vulcan move away from 1Mb Amigas shock! Vulcan Software, the company infamous for catering for 1Mb Amigas are choosing to see 1997 in by releasing a game that is AGA only and needs of minimum of 6Mb to run. It's a refreshing change and a welcome one and hopefully will prove exactly what Vulcan are capable of. A500 owners don't despair though, Vulcan are not abandoning you just yet, it's just that their latest game, Burnout looks like it is going to be very high spec. A futuristic car racing game it promises lot of fast paced action as well as multi-player delights. Up to four players will be able to battle against one other in one of the space-age race tracks. There should also be a shop facility for you to soup up your car, (incidentally Vulcan are planing to release expansion disks at a later date with different types of cars.)





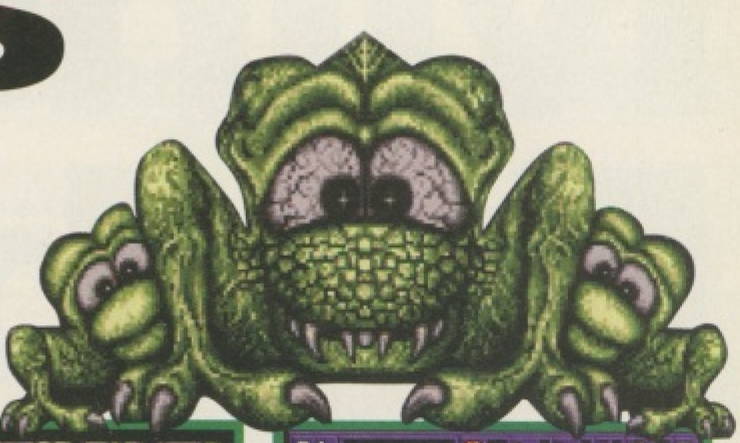


Burnout looks good, graphically, so far. We're looking forward to getting the finished version in for review very soon. In the meantime there is a demo of the game on this month's cover disk CD so you can have a look at it yourself. And Remember: clunk, click every trip. ■

**Lisa Collins**

# Bograts

■ **Price: £12.99** ■ **Publisher: Vulcan Software** ✆ **01705 670269**



**Vulcan Software have produced some of the most addictive games for the Amiga over the last few years. Can they do it again?**

Looking back, it would seem as though – as well as becoming a classic in its own lifetime – Lemmings has done as much for the world of games as any other puzzler you can think of (er ... like Tetris. And that's it!)

Though it's always hard to describe exactly what sort of a game Lemmings was (no simple beat 'em up or RPG-like monikers can easily be attached) the key element was the fact that you were no longer controlling the main character (or characters) on the screen but rather the environment in which they lived. Sure, you 'kind-of' controlled the little lems, but you weren't doing it in the traditional 'move joystick left to make them go left' way. If anything, you'd have to refer to Lemmings, and subsequent copies such as Troddlers, as protect 'em-ups simply because the purpose in each game always seemed to revolved around getting a set number of somethings to a particular safe area on the screen.

Psygnosis themselves followed Lemmings with Benefactor, a sort of cross between Lemmings and a Lode Runner-esque platform game, and now (he said, conveniently forgetting about a thousand other copies and linking weakly) we find ourselves once more at the doors to the ever-inventive Vulcan Software, ready to forget characters that say annoying things like "it's in my pocket" and instead welcome the Bograts – the new Lemmings!





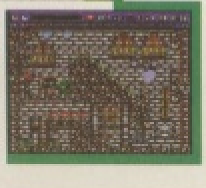

## Bogroll

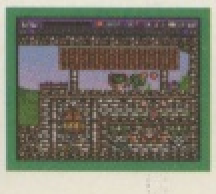
Unlike Lemmings, you do have a physical character on-screen in Bograts; taking on the role of Mummy Bograt; charged with protecting her two offspring and (yes, you guessed) getting them to a safe location on over 60 levels. This involves much pulling of levers to activate ladders, moving blocks to either clear the way or neutralise hazards such as fiery pits and spikey holes, and lots and lots of forward planning.

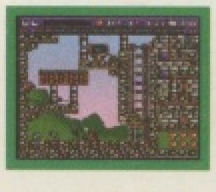
Exactly how the game works is quite hard, but it's down to lots of trial and error, with tons of forward planning to boot. The two Bograt children have different skills; one being able to eat baddies and the other collecting and using keys, so controlling their direction also needs to be an important part of your thinking. You yourself have a number of bombs to blow up blocks, but often you'll (all too late) realise that you've destroyed a necessary piece of landscape and have to restart (d'oh!) but that's not as simple as it sounds ...

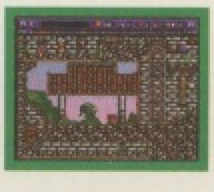


▲ The advantage of the spilt screen means that you can keep on eye on your charges at all times.









## Begin again

Whereas most puzzle games will let you make as many mistakes as you like, Bograts is actually quite harsh as you can only leave a messed up level to return to the very beginning or to one of five saved game positions. However, though you may think that sounds OK, you have to earn the right to save games by collecting twenty hearts left around the platforms. This means that you're constantly risking wasting your hearts on an easy level, or getting right to the end, suffering a right old cock-up, and then having to go back to the beginning of the last saved level. Now you might think this is a good, longevity-enhancing feature, or a right nightmare. I'm not sure, but it certainly adds an element of danger to the proceedings!



▲ You've got to be a bit of a forward thinker if you want to get anywhere in this game.

## Bognuts

And that's your lot! It costs £13, should last you quite a while and is actually quite a well-thought out little game. The graphics aren't particularly conducive to good visibility (with the Vulcan trademark brown and grey giving it the large one throughout!) and it's often difficult to know what's background, what's foreground, and what's an object, but other than that gripe, it's pretty user-friendly. A nice little effort, and no mistakin'! ■

**Matt Broughton**

### BOGRATS

A500 · A500+ · A600 · A1200 · A1500 · A2000 · A3000 · A4000

| | |
|---|---|
| ■ workbench version | 1.3 |
| ■ number of disks | 2 |
| ■ RAM | 2Mb |
| ■ hard disk installable | yes |

| | |
|---|---|
| graphics | 81% |
| sound | 80% |
| lastability | 83% |
| playability | 82% |

OVERALL
**Totally addictive and absolutely involving puzzler.** **83%**

# Minskies Furballs

■ **Price: £19.99** ■ **Publisher: Binary Emotions** © **01722 716074**

**I taut I saw puddy cat, I did, I did. Too right you did mate. You saw lots of different coloured ones in this excellent Tetris clone.**

Tetris fans – all your birthdays have come at once. And even if you're not a Tetris fan you will be one after a few bouts of this game. MInskies Furballs is one excellent Tetris clone. Even the NMS boys (who we share an office with) seemed a little bit impressed by it and kept muttering something about Kirby's Avalanche on the SNES.

## Choose your weapons

It's bright, it's colourful and it's easy to play. All you've got to do is manipulate the oncoming coloured blocks (little puddy cats called gorbils) into matching groups of four or more. Each time you do this you send a fish symbol or little grey blocks down on your opponent's side mucking up their arrangements so they've got to get rid of them.



As well as grouping your blocks together you've got a variety of weapons at your disposal. There are three offensive weapons and three defensive ones. A red bar at the bottom increases as you progress through the game and so does your weapon status. Weapons begin with the bomb and then go on to items such as phaser, avalanche and shield. To select one just push up and fire. Getting rid of the grey blocks is the main way to get any weapons and it will flash up on screen which one you've currently got. Bombs are handy for getting yourself out of trouble and freeing up some space. I am disappointed though, that there isn't a way to send a bomb over to your opponent so you could mess up their game.




▲ It's time for a bomb. Move the target around until you're happy you want to blow that section away. But be quick you've only a countdown of five to do in it.

That gripe aside, control is easy enough, press down on the joystick to speed up the blocks, up to select weapons and left and right to move the blocks around. Likewise on the keyboard use left and cursor keys to move either way, right Amiga and right alt to rotate the blocks.

Some of the weapon selection is also a bit hit and miss though. When you select a bomb it's quite straightforward – target appears and you get a countdown of five to select the part you want to obliterate. The phaser weapon, which blitzes in straight lines, is harder to find. It seems to be slightly off screen so a bit of guess work is needed here.

## A bit of a character

There are eleven tables in all to complete and each table has its own figurehead. This doesn't really affect the game much but adds a bit of variety to the levels. The one with the three bears is a bit strange and offputting as the little picture of the bears keeps zooming in and out for some unexplained reason. This is a bit hard of the eyes.

The avalanche weapon that your opponent sends your way every now and then doesn't help your eyesight either as it shakes the screen around vigorously for a few minutes. In addition, on some levels, the background graphics blurs in a bit too much with the blocks. I found myself missing connections because I couldn't




▲ Inset: you can alter the skill level for each player in two-player mode. The setting needs to be sorted out though. Above: there is only this table in two-player mode.

## A bit fruity




**As a bonus, at the end of every level or so you get the chance to have a go on a mini fruit machine. As well as being a bit of a novelty you can also rack up some handy extra points here. If Lady Luck is with you, you can accrue some welcome goodies: three lemons gets you two continues, three grapes 4,000 points and three bananas 20 coins. Press fire on the joystick or right Amiga on the keyboard to play. You can skip it altogether if you wish by pressing Right alt. Buy why miss out on these lovely extra fruity points? Other ways to score extra points are the number of connections you've made in any one go and how many blocks you used up in each game.**




▲ **Left the suspiciously macho greebo adorns his table while, above, Kimberly scowls on hers.**

make out some of the coloured blocks.

In two-player mode, confusingly called multiplayer, however, you only have one table to play on. There's a choice of three, five and nine bouts and you can also alter each player's skill level. The two-player game is a bit tricky as the the skill level for player two seems stuck at ultra fast mode. However, Andrew Jollie from Binary Emotions said that that this problem will be corrected by the time of press.



## Totally addictive

Minskies is totally addictive and great fun to play. The ingame tune and the little shouts of "here we go" and "you're in trouble now" add to the overall enjoyment. The only problem I have with it was that, at times, there didn't seem to be much difference between easy, medium and hard mode. Your computer opponent's logic also seems a bit warped occasionally and behaves strangely by either not making any connections at all or by sending down mountain loads of little grey blocks all at once totally wrecking any chance you had of getting any further in that level. Despite this you can get through Minskies quite easily if you set your mind to it. But there is enough of a decent game in there to make you want to go back to it time and time again. I love it. At £19.99 it's a bargain especially when there is an ECS version included. This is almost identical to the AGA version and only suffers a slight loss of quality in the graphics department. Once the two-player mode is sorted it'll be a worthy purchase indeed. ■

**Lisa Collins**



### MINSKIES FURBALLS

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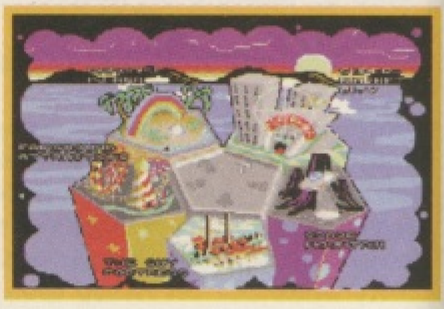
- workbench version.........1.3
- number of disks.............4
- RAM.............................1Mb
- hard disk installable......yes

| | |
|---|---|
| graphics | 90% |
| sound | 85% |
| lastability | 88% |
| playability | 90% |

**OVERALL** Excellent Tetris clone. Superb value. **88%**

# Tommy Gun





■ **Price: £14.99** ■ **Publisher: Mutation Software** ✆ **01705 672616**

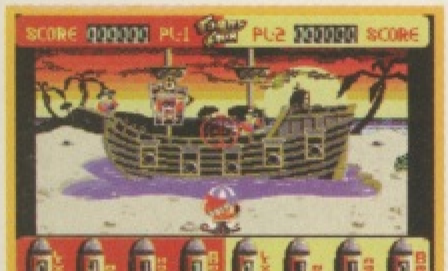
**Fresh fruit and vegetables are normally good for aren't they? Not in this game, they're not.**

Little Tommy Tucker, the mild mannered tomato is happily veging out in front of the TV when his tranquil world is rocked by one phone call. His mate, the Big Cheese phones him with some shocking and disturbing news: aliens have invaded and transformed their universe into one of mayhem. Tommy, enraged by this news, vows to rid the world of these pests and sets off to blow the troublemakers away.



## The big cheese

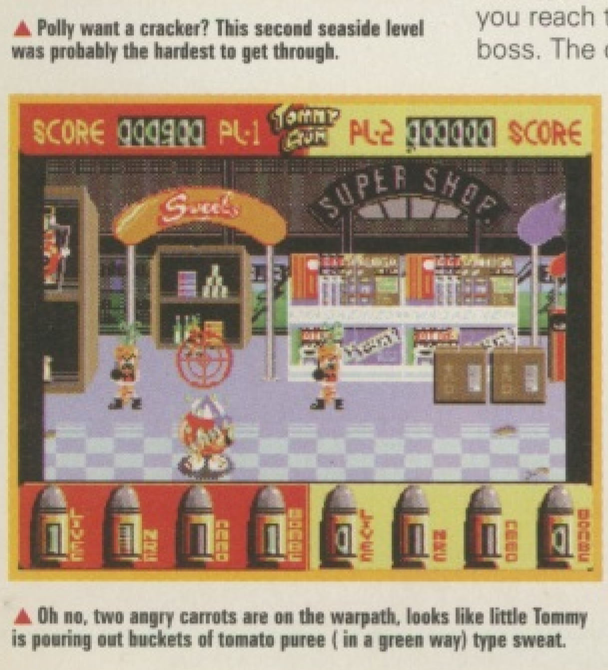
And so the scene is set, your fate is in the hands of one brave tomato and his cheesy friend (who incidentally, only appears in two-player mode). Armed with your trusty rifle, in this scrolling shoot 'em up, you've got to blast your way through five different worlds, blowing away all the evil creatures that are trying to kill you. To stop yourself from turning into tomato soup, position the cursor over your intended victim and keep firing. You've also got some bombs at your disposal for a little bit of extra backup. Just press shift and L to let rip. And remember to keep your ammunition and health levels topped up by freeing your friends, the little heart-shaped creatures trapped in supermarket trolleys.



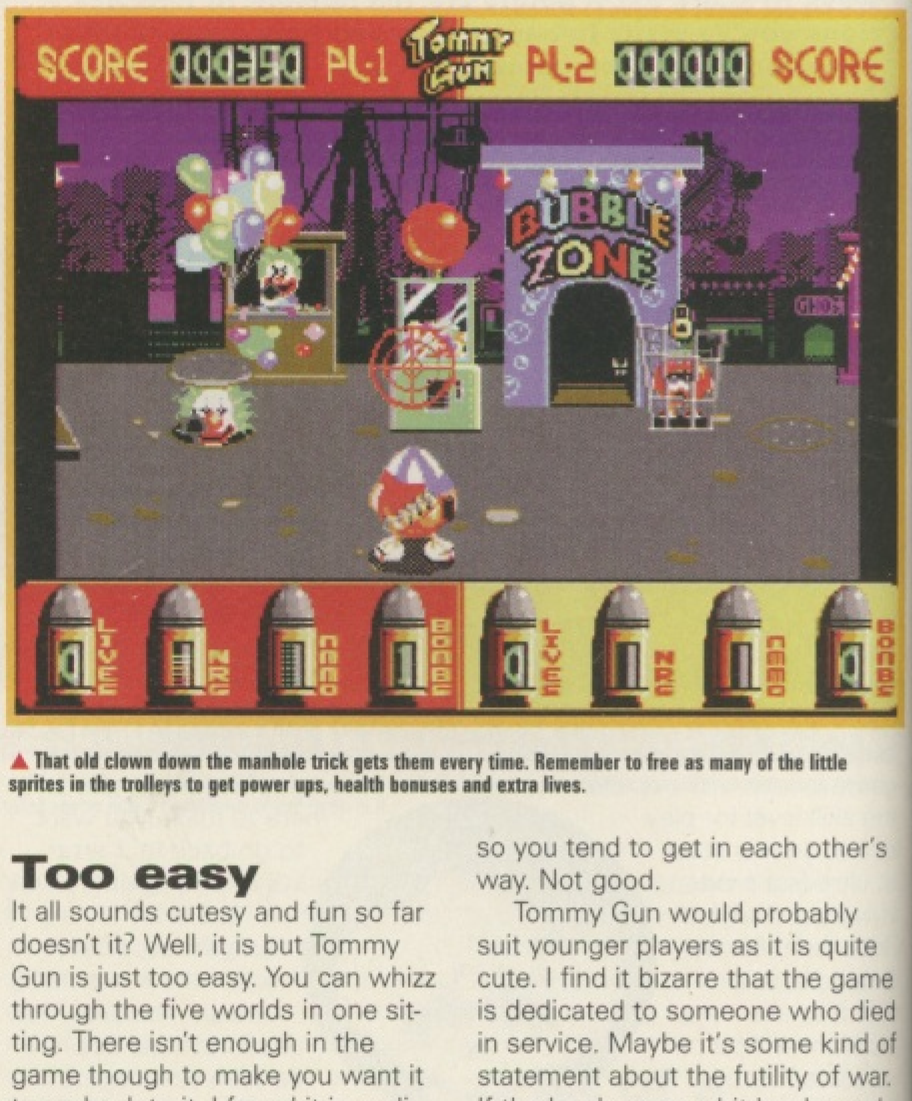

▲ Polly want a cracker? This second seaside level was probably the hardest to get through.

## Another planet

There are four worlds, supermarket city, paradise island, fairground attractions, the sky fortress to get through before you reach space mountain where the aliens that caused all the trouble in the first place are. Tommy Gun is linear so you've got to complete each world before moving onto the next. Luckily, there is a password system, so you don't have to go through any previously completed levels. In a nutshell, for each world, there's the same recurring theme: you scroll by lots of nasties and try to kill or be killed before you reach the final end of level boss. The only difference between each level is the sprites and the backdrops are different. For example, in the supermarket level you've got things like crazy carrots and gung-ho gerkins to contend with against a scrolling backdrop of stocked shelves, fridge freezers and the like. While in the fairground attractions set up, the carrots and backdrop are swopped for ghoulish clowns, crazy ghost trains and all manner of fairground sundries.




▲ Oh no, two angry carrots are on the warpath, looks like little Tommy is pouring out buckets of tomato puree ( in a green way) type sweat.




▲ That old clown down the manhole trick gets them every time. Remember to free as many of the little sprites in the trolleys to get power ups, health bonuses and extra lives.

## Too easy

It all sounds cutesy and fun so far doesn't it? Well, it is but Tommy Gun is just too easy. You can whizz through the five worlds in one sitting. There isn't enough in the game though to make you want it to go back to it. I found it incredibly easy to complete and when you do finish the game you receive a special cheat mode for infinite lives and ammunition which, to be honest, would make the game last about five minutes. The end of level bosses are laughable, who could take a huge clown or giant lemon firing ice-pops at you seriously? A few lobbed grenades finished them off within seconds.

I did get some enjoyment out of TG. However, it was too easy in some places and stupidly hard in others, so there was no way to plan any strategy. I also didn't like the lack of a difficulty curve, it really could have done with getting more and more difficult as you progressed through. Also, in two-player mode, the scrolling nature of the game made it too restricted so you tend to get in each other's way. Not good.

Tommy Gun would probably suit younger players as it is quite cute. I find it bizarre that the game is dedicated to someone who died in service. Maybe it's some kind of statement about the futility of war. If the levels were a bit harder and more varied then TG wouldn't be a bad little game as it stands it is too easy to last for more than couple of hours of enjoyment. ■

**Lisa Collins**

### TOMMY GUN

A500, A500+, A600, A1200, A1500, A2000, A3000, A4000

| | |
|---|---|
| workbench version | 1.3 |
| number of disks | 1 |
| RAM | 1Mb |
| hard disk installable | no |
| graphics | 80% |
| sound | 70% |
| lastability | 20% |
| playability | 80% |

**OVERALL**
Scrolling shoot 'em up which is too easy to last. **60%**



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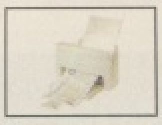
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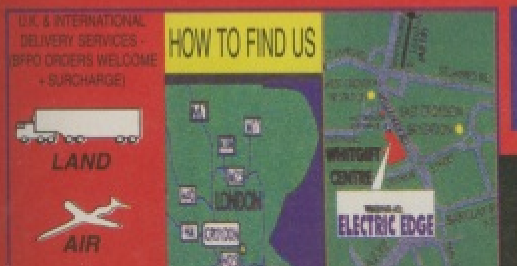
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# Fighting Spirit ECS

**■ Price: £TBA ■ Publisher: Neo © +43 1 60 740 80**

**Last month we looked at the AGA version, now the ECS and CD versions are here to prove themselves.**

Though our good old chum the Amiga has always had the advantage over consoles such as the SNES and Megadrive as far as churning out great strategy romps, RPGs and adventure games goes, it's never really been a machine that's got completely to grips with the genre of the mighty beat 'em up. Shadow Fighter was perhaps one of the more memorable recent (ish!) attempts, while the Mortal Kombat titles remain about the closest thing to an Amiga beat 'em up 'legend' we've had.










▲ Kento sticks the boot in before Yuri gets a chance to use his special stick weapon.

## Don't give up

Of course, that's not to say that various Amiga games makers haven't tried – goodness no – but though many technological breakthroughs have been achieved on the Commodore machine, finding a way of shifting Street Fighter-like sprites around at a half-decent speed with a half-decent appearance has always alluded the various coding geniuses!

However, all is not lost, as every once in a while some unknown coder turns up with something quite cool and those of you that read CU Amiga Magazine last month will no



### Come get some!

**Should you want to get hold of a copy of Fighting Spirit, you'll have to get in touch with Neo Software Productions, Gmbh, Business Park, Vienna — Bauteil D1 Wienerbergstr. 7.7.OG A-1100 Wien, Austria. Tel: +43 1 60 740 80 Fax: +43 1 60 740 80 6 Email: neo@info.co.uk WWW:http//www.info.co.at/neo What a blinkin' palava!**





▲ Fighting Spirit ECS differs very little from the AGA version: you still have your ten characters complete with their own unique fighting styles and special moves.

doubt have read with some interest Lisa Collin's review, last issue, of a European Street Fighter wannabe going by the name of Fighting Spirit. Though it scored reasonably well, it's proving difficult to actually get your hands on thanks to a lack of UK distribution (however, Direct Software may be stocking it very soon, we'll let you know as soon as we find out when) and was also only available for enhanced machines – ah, until now this is …



## Simplicity

Yes the non AGA version is here, boasting less presentational goodies and loading in at one disk lighter but remaining thankfully similar. You still have your ten main characters to chose from, each bristling with special moves and various attack styles, accompanied by their various attractive backgrounds and animations. The speed of play is pleasingly playable, and the intelligence of the CPU-controlled opponents is conducive to reasonably good competitions. The dodgy English in places is always good for laugh. The loading animations are also funny and feature a little guy firing bricks out of his bum, no prizes for guessing what that's supposed to represent.

Sadly, as always seems to be the case, the like of Fighting Spirit will never come anywhere near troubling the best console beat 'em up of the world, but it's certainly one of the better offerings violent Amiga owners have had over the last twelve months.

I can't pretend that I'll be coming back to this time and time again, but compared to like of US Gold's heinous Street Fighter conversion, you can't help but commend the producers on a fine effort. ■

**Matt Broughton**

## CD-tastic action

**Along with the ECS version of Fighting Spirit, we've also received the CD version of the game for review this month. However, seeing as how it's identical to the AGA game (albeit with a merciful lack of the disk swopping those of us NOT installing had to endure!) we thought we'd save ourselves the trouble of using up one of the valuable games review pages by bundling the review in here. So … er, well it's basically the same as the AGA review from last month (and not a million miles from the ECS version being tested here). So that's that sorted then.**



## FIGHTING SPIRIT ECS

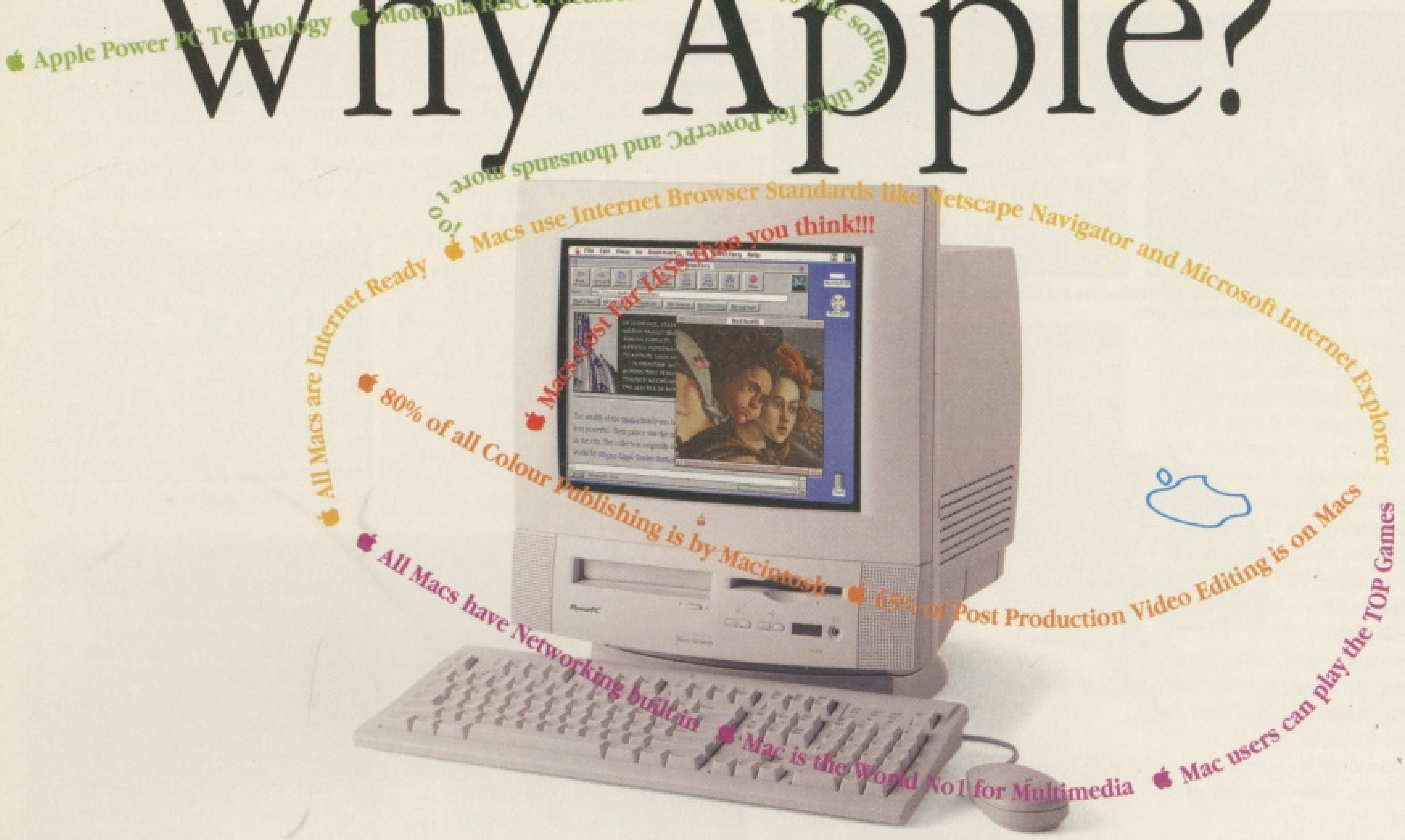
A500 · A500+ · A600 · A1200 · A1500 · A2000 · A3000 · A4000

- workbench version.........ECS
- number of disks .............4
- RAM ...............................ECS
- hard disk installable ......yes

| | |
|---|---|
| graphics | 79% |
| sound | 70% |
| lastability | 80% |
| playability | 84% |

**OVERALL**
A competent attempt to get Amiga BEUs on the map.
**82%**

# Why Apple?




One day we may see the rebirth of the Amiga with a PowerPC processor and other new features to enable it to compete again with today's systems. Sadly though, more than two years since Commodore's demise, very little of substance has happened. We've seen prototypes and promises, but that's about it...

Perhaps some can wait for the final outcome, but if you need more performance, without paying the earth - and you need it today - there's one real alternative to consider now...

Only Apple can offer you both desktop and portable computers that truly match the ease of use the Amiga brought to your desktop. Affordable Apple Macintosh systems have PowerPC RISC processors with thousands of off-the-shelf programs available in areas where the Amiga was previously so strong.

And, if you need to have the most compatible of all computers, Macintosh is currently the only system that can run MacOS, DOS and Windows applications via optional DOS Cards or SoftWindows.

## Why Macintosh?

### Performance:

All Macs are PowerPC based (except PowerBook 190s). Even entry level systems run at 100MHz or 120MHz, with 200MHz powerhouses and 180 MHz multi-processor systems at the top of the range.

Mac OS

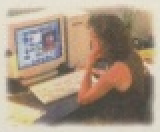
Apple is the only mainstream computer company who has been able to make the transition from the older CISC (complex instruction set computing) processors to the newer and faster RISC (reduced instruction set computing) processor technology - whilst still retaining full backward compatibility with previous software.
Remember 486, Pentium/Pro & 680X0 are merely CISC!

### Software choice:



Over 1,800 native software packages (written specially for PowerPC Macs) have been shipped since Power Macintoshes were launched in 1994 - plus there are thousands of existing programs which can also be used. Industry standard programs such as Word, Pagestream, Word Perfect, Page FileMaker Pro, Excel, Quark Xpress, Photoshop and many others have all been developed for the Mac.

### Creativity:



- Macintosh still dominates the creative world with an 80% market share in colour publishing.
- 65% of post-production video editing is on Macs.
- Macintosh is the most widely used system for the creation of Internet web pages.
- Most magazines (probably the one you're reading right now) are created on Macintosh.

### The Internet & Communication:

INTERNET READY

- All Macs are Internet ready; many include a 28,800bps modem with full send/receive fax and answerphone management facilities.
- Industry standard web browsers, Netscape Navigator and Microsoft Internet Explorer, were developed for the Mac. Both give full access to all Web sites with new Internet page layout features like auto-tables and on-screen movies.




- The Internet's standard format for video files, called QuickTime (or QuickTime for Windows), was an Apple development. Of course it comes as standard with every Mac.

### Connectivity & Expandability:

- All Macintoshes have networking built in as standard, so connecting systems together and adding shared printers etc. couldn't be easier.
- All Macintoshes have an external SCSI connector as standard (except Duos) - adding external drives, cartridge drives, scanners etc. really is Plug-and-Play.
- Low-cost digital cameras can be plugged into the Mac for instant real image input.



- Inexpensive industry standard PCI cards can be used in all Mac systems from the 5400 upwards.

### Education & Edutainment:

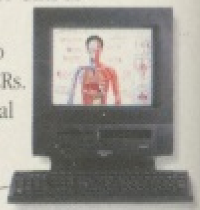
- Many quality Macintosh titles are widely available. Dorling Kindersley offer superb titles like The Ultimate Human Body and History of the World whilst Microsoft publish Encarta, Cinemania and Dinosaurs.
- Because Macintosh is the preferred system within many educational establishments, high quality software is assured.



### Multimedia:

MULTIMEDIA EQUIPPED

- Apple is the World's No. 1 Multimedia PC vendor.
- All desktop Macs have a fast CD-ROM drive as standard (portables get internal CD soon too).
- In 1995, 42 of the top 50 selling CD-ROM titles worldwide were developed on the Macintosh.
- Many Macintoshes have built-in TV with teletext so TV clips can be recorded directly to disk as QuickTime movies.
- Many Macintoshes have built-in video in and out, for direct recording to VCRs.
- Some Macintoshes have internal digital video editing facilities as standard, others can be upgraded to include this facility with ease.



*New 5400 'Black Mac' ideal for your home.*

### Recreation & Games:




- Top games like The Ultimate Doom, Myst, Rebel Assault II, Dark Forces, Descent, Afterlife, Lost Eden, Legend of Kyrandia, Full Throttle and The Dig have all been developed for Macintosh.

### Output & Presentation:

- Connecting and using colour printers (from Epson, HP, Apple and others) to Macs is so easy and the results are truly outstanding.
- Many software packages are available offering image manipulation and superb photo quality output.





# Budget Games

## MicroProse re-releases from Guildhall Leisure © 01302 890000

**Good news, Microprose are back on the Amiga scene. Here are four games they are currently re-releasing at knockdown prices.**

### Special Forces
**Price: £14.99**

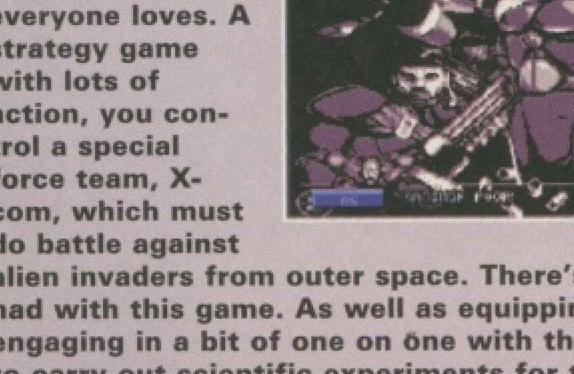
Special Forces is a shoot em 'up simulation from yester-year. You must guide your band of merry men through a series of hair-raising missions which can range from assasination through to rescue or sabotage. You've got sixteen missions to complete and your strategy is up to you: you can select your team either on the basis of each man's stats or how well he does in actual battle. Overall, it's an engaging game with functional graphics and an OK control system, however the missions tend to become tedious after as while and the game is a bit on the slow side. It's also too easy to get wiped out by one enemy soldier. You might be better off waiting for Fields of Glory which is due for a re-release soon.

**55 %**

### UFO
**Price:£14.99**

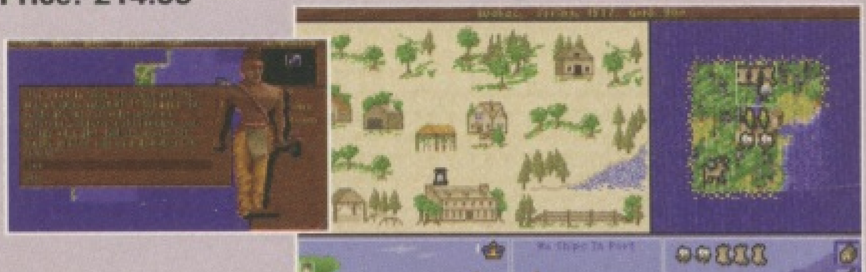



Now here's game everyone loves. A strategy game with lots of action, you control a special force team, X-com, which must do battle against alien invaders from outer space. There's lots of fun to be had with this game. As well as equipping your base and engaging in a bit of one on one with the enemy you get to carry out scientific experiments for the purpose of research on the remaining corpses. In all, UFO is a great game and though it can be a bit slow during loading time it is still one of the classics and if you haven't got it already you can't afford not to get it at this price.

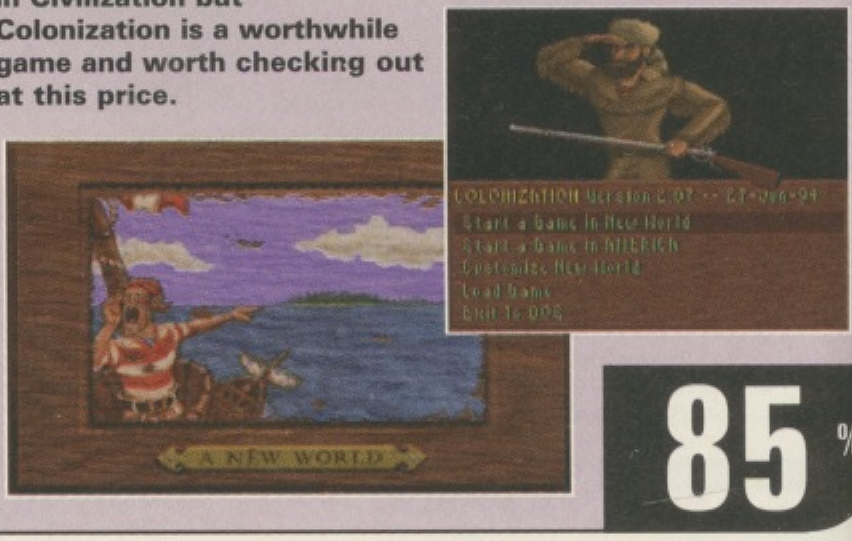


**93 %**

### Colonization
**Price: £14.99**



When Colonization was released a lot of people mistakingly thought it was the sequel to Microprose's magnificent strategy sim, Civilization. In reality, it was completely different. However, though not as good, perhaps, as Civilization, Colonization still held its own. The aim is to lead your country across the seas where you accrue land trading with other civilizations to build up your position. Once you've established a degree of affluency and self sufficiency then it's up to go it alone and look after your own people. I still prefer the war aspect in Civilization but Colonization is a worthwhile game and worth checking out at this price.




**85 %**

### Impossible Mission 2025
**Price:£14.99**

If you've never played the first game or the sequel let me explain. Impossible Mission was originally an arcade puzzle game where the aim was to infiltrate evil scientist Elvin Atombender's security headquarters and prevent him from blowing up the world. You had to race against time, picking up useful items along the way and trying to avoid beserk robot inhabitants. IMP2025 improved upon the original in terms of sound and graphics but the game still remains the same and is very easy to get through. It's still fun in places though, especially on the futuristic monorail train. The original 8-bit classic is included here as well. What a barg!

**80 %**

# Reach for the stars

**Here's the man who put the kapoww into karate and whose name is synonymous with Snooker and Pool – Mr. Archer Maclean.**



▲ Archer Maclean: one of the best known Amiga programmers.

**Name:** *Archer Maclean.*
**Age:** *34.*
**Born:** *Bayton on Sea.*
**Occupation:** *Long standing programmer.*
**Biggest Success:** *Jimmy White's Snooker, Archer Maclean's Pool, International Karate and IK+.*

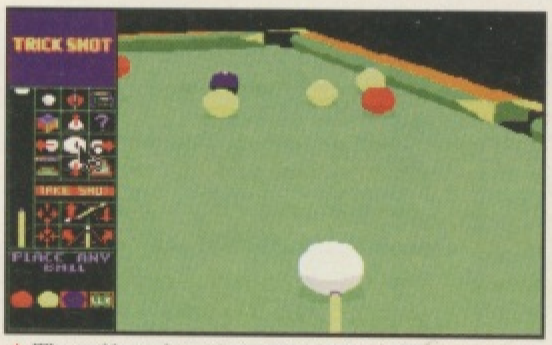
***CU: How did you first get into writing games?***
**AM:** "Long story. Twenty years ago I used to build and program my own machines. Then I saw Asteroids, Missile Command, Defender, and I thought, I could do that too!"

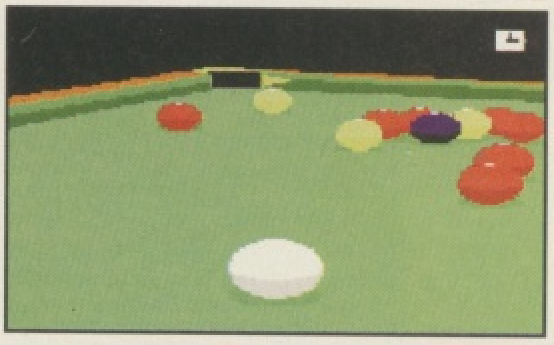
***CU: Your game, IK+ was an instant classic on the Amiga. How do you rate current games of this type?***
**AM:** "Today's games are great technical achievements, let down by crap gameplay. IK+ is still good fun to play, even now."

***CU: At the time of its release, did you anticipate that Jimmy White's Whirlwind Snooker would be such a huge success?***
**AM:** "No but I was confident. It just kept selling and selling. You can still buy it now. However, I'm still having trouble getting money for it.

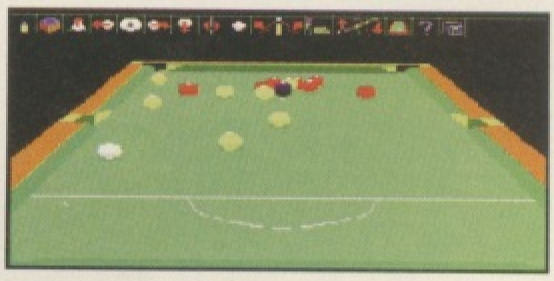
**"Today's games are great technical achievements, let down by crap gameplay."**

***CU: Dropzone has to be one of your slickest games ever but it never appeared on the Amiga, why?***
**AM:** "Publishers at the time didn't want it. Pity they were so short sighted.



▲ Who could ever forget Archer Maclean's Pool? Here are some screenshots for old time's sake.



Publishers are now more reluctant to back an untested game idea, when they know a lesser commercial risk will be to enhance an older tried 'n' tested formula. It's also easier at retail to sell something familiar."

***CU: In your opinion has the Amiga games industry in the 1990s progressed or regressed in terms of quality releases?***
**AM:** "Hmmm. It's probably gone backwards because lots of technically nice games are the norm today where gameplay has been forgotten. I think good games have to be easy to pick up but hard to master. They should draw you in within a few minutes so that you want to - do more/play more/discover more etc and have a random element to avoid boringly similar game flow. They must not require 500 pages of manual. The control method should be totally thought out, with immediate sonic or visual feedback, with in game help screens if required. The player should never be left wondering what to do or what's he done wrong, and the game environment must have no holes"

***CU: How do you see the Amiga games industry evolving over the next few years?***
**AM:** "Struggling on, unfortunately. It really depends on how good the market is supported in hardware and software."

***CU: What would you say is your greatest achievement out of the games that you have written on the Amiga?***
**AM:** "My Archer Maclean's Pool title was the best produced game – especially on the A1200. IK+ and Snooker were not far behind though!"

***CU: Is there a chance you might write games for the Amiga again?***
**AM:** "I would like to go back to it because I really enjoyed it so much, but probably not – things have moved on a bit."

***CU: What kind of lasting impression has the Amiga meant to you as a programmer?***
**AM:** "Nice hardware, accessible from a programming point of view. Ordinary people could buy it, get into it and learn how to program it. That's where many of today's people came from. At present, this entry point doesn't exist. I mean, PCs cost loads and are a real total nasty pain to program. Windows '95 is not so hot and prevents you from accessing all that hardware. So where are the next batch of programmers going to come from?" ■
**Mark Forbes**



by Matt Broughton, Games Consultant.

# Snip Tips

**Ola Amiga amigos! A bit of Spanish sunshine there for no reason whatsoever. And non forgetimo, there's a free Hit Squad game to any printed tipsters. Esta completemente babido!**

## WORMS
**Team 17**

Stephen Ingham from Lancashire has found a secret menu for this incredible multi-player game. Simply press escape with the game paused and you engage Sudden Death mode (which the manual says is PC-only) as well as make the game a draw, replay the game, and quit.

This cheat can be very useful if you're in a bit of a rush as, instead of setting a timer for each round, you can simply allow as much time as you want, and then take it into Sudden Death mode. Coolio.

## CIVILIZATION
**MicroProse**

John Collins from Springfield (and I bet THAT'S getting a right old laugh now that The Simpsons is on telly!) has a smart-if-techy cheat for the excellent and down-right absorbing God-sim. However, this cheat only seems to work for the Warlord, Prince, King and Emperor games but not the chieftain.

Anyway ... as is always the case in games like these, there's never enough money to sort your cities out properly, giving the computer the edge but with the following cheat you're laughing. If you've built two or three cities with the power of four or more, and have opened a fair amount of land space around you, save the game to an empty disk and take note of whether it's 'civil0.sve', 'civil2.sve', etc. and the year.

Now examine the save file with a hex editor (Mr Collins used Newzap himself) and find position 13C in the first sector. Now change all positions from 13C to 148 to '7's (ie type in a 7 for each position. WARNING! DO NOT do this on your hard drive, use a spare floppy.

Save your file back out to floppy and the next time you load your save file you should have an amazing 30,000 credits. Now buy everything for your cities as fast as you can to gain the advantage over your enemies and reduce your taxes to zero to get technical advances much quicker. Basically, SPEND SPEND SPEND! ignore messages such as 'London can't support militia' because as you get stronger and richer these will disappear.

Once you've gained confidence using this cheat you can use it on older saved games that you may have abandoned in frustration.

Another tip is to keep going until you are able to buy diplomats, then use these to buy opposing armies or incite entire cities to revolt and come over to your side. This makes the game less frustrating and much more satisfying.

## ALFRED CHICKEN
**Mindscape**

Now here's a cracking little platformer I'd forgotten all about! Unlike Mr S James of Kent, who'd like to remind us all that by typing HELPMARK on the title screen, keys 1-9 select the level you want. Nice one!

## FRONTIER
**Gametek**

Ah, me old chum Frontier. We haven't had one of these for a while, but Craig Rooney from Linlithgow has such a corking cheat that I just had to tell you about it! Right, go to any planet with a docking station and buy one tonne of rubbish. Leave the planet and hyperspace to another system (this is just to avoid being fined for illegal dumping. Now make sure that you're in free flight and move your cursor to just below the icon for jettisoning rubbish BUT DON'T CLICK ON THE ACTUAL RUBBISH ICON. By clicking here the on-board computer thinks you're jettisoning water when in fact you aren't jettisoning anything at all! As a result, your ship gets loads of extra cargo space and, when used with the various other Frontier cheats, allows you to arm up with Large Plasma Accelerators and thousands of Shield Generators – making you virtually indestructible. The readout for your current cargo hold will go up the spout, but hey, who cares! ■




▲ Special cheats for the multiplayer game coming in ...



▲ There lots of extra cargo space to be had in Frontier

## AND THAT'S YOUR LOT!

**Indeed, that's all you're getting this month, but thanks as always to those of you have been sending in all your corking cheats – keep it up! And don't forget, there's a free Hit Squad game for every tipster who gets their cheat printed, so let me know what machine you have and what game you might like. Until next month ...**



V A M P

# Adventure Helpline

*Hello boys are you pleased to see me? Or would you like to feast your eyes on much more of me than this tiny picture?*

## KGB

I am stuck in the stuffy room with the man in denim. I have tried to use the tap to set off the alarms but I keep getting killed. Help me, I'm so sick of being cooped up in this room.

**Your kinky KGB Agent!**

*Kinky or not it would have been helpful if you had at least told me what chapter you are referring to! Let's guess that we are in chapter two, the room you are talking about is the hotel room and the man is Chapkin. In which case you must use the tape-recorder to save yourself. Set it to the 'voice-activated' option and when Chapkin wakes you in the morning and tells you to do something, do as you are told. When you are talking to him in the bathroom use a dialogue option that contains a word which activates the tape recorder. When the tape starts it will distract the bad guy for enough time for you to slug him. Take the syringe in his pocket and inject him with the contents.*

## Monkey Island

I am stuck in part one of Monkey Island. I've made it past the poodles and into the mansion. I've been shot out of the cannon, had a sword lesson and talked with the prisoner. I don't know what I should do now?

**S. Chesterman, Winsford.**

*The key to your predicament is the prisoner in the cell. Give him the breath mints and ask him if he has a file. Give him the gopher repellent and he'll give you a piece of cake with a file in it. Take the file to the Governor's mansion and walk to the gaping hole.*

## Flashback

How do you get through the doors at the centre of the earth?

**R.G. Clapton, Market Harboro.**

*For the life of me I can't remember. However, just to prove that I do know something about this game here are the level codes which should go a long way towards making life a lot easier for you: JAGUAR, BANTHA, TOHOLD, COMBEL, SHIVA, PICOLO, ANTIC, KASYYK, FUGU, NOLAN, SARLAC, CAPSUL, ARTHUR, MAENOC, ZZZAP, SHIRYU, SULUST, MANIAC, RENDER, NEPTUN, NO WAY, BELUGA.*

## Dreamweb

I can kill Dianne Underwood but then I don't know where to go or what to do. Please give me a helping hand so that I can finish the game?

**J.A. Phillips, Staffs.**

*Once again I'm not getting much help from you lot. Assuming that you have gotten past the Boathouse section, walk to Underwood, talk to her and then use the gun. Return to the Dreamweb and talk to the keeper for the latest gossip. Go to the bottom left corridor and use the far left corridor. Use the plinth with the key again. Return to the travel screen and go to the ruined church. Walk to the gate, examine it, then use the wire cutters on it. You're in!*

## Kings Quest III

I can't seem to get spell number 3, The Cat Spell, right. I'm on page XXV in the spell book but the spell goes wrong at the end.

**E.O. Roberts, Clwyd.**

*Then you are a lousy wizard! You must create the Cat Spell because you need it to get rid of the pesky wizard. In fact you will need to crumble the cat cookie into a bowl of porridge before the wizard will eat it but that's another story. All I can say, is that you must have all of the ingredients before you start and you must follow the spell directions EXACTLY or it will go wrong and you will die. It isn't that hard, even I managed to follow the recipe and I can't boil water without burning it!*

*While I'm talking about this game, let me help out Dale McCarthy who can't find the magic wand that you need to create spells. The wand is in the safe and the key to the safe is on top of the wardrobe in the Wizard's bedroom.*

## Curse of Enchantia

I am stuck in the ice-fields of Enchantia. I've got money, a paperclip, two snowballs, a fishing rod and a magnet on a rope. How to I get out of the ice-fields and back to the village?

**C. Lovery, Dublin.**

*You poor darling, wandering around in the ice-fields with two snowballs is not a lot of fun is it? You need someone to take you home and tuck you up in a warm coffin and I'm just the girl to do it.*

*Here is what you must do in the snow world. Pick up plank and go down to the next screen. Throw the plank, pick up the fish and go down to the next screen. Go right, pick up the deodorant, wear the deodorant. Go right and up to the next screen. Give the fish to the Eskimo and pick up the rod. Go to the screen with block of ice and fight with the fishing rod.*

*Pick up the stone. Wander around screens until you get to the Iceman. Pick up the snowballs and fight with the snowballs. Go back to the first screen and find the sleeping sea-lion. Walk over the sea-lion to the other side and shout help. After exiting from the cave, go to the boat, and jump in it.*

*When you are back on the shore, throw the stone and the friendly dragon will give you a lift to the next world.*

## Beneath a Steel Sky

I have entered the subway and been devoured by the monster in the wall. I also can't get past the knight that protects the door when you are connected to the linc. What should I do?

**Stephen Branch, Barnet.**

*Just like me, the monster likes the dark. All those bright lights are very bad for the complexion, and when you are scaly and covered in warts, you worry about things like that. If you search the wall nearby you'll find a light switch you can use to scare him away. Don't worry about the crusader knight as you do not have the object you need to get past him just yet. What you need is the Divine Wrath.* ■

If you've got a little problem with your favourite RPG or adventure game and would like Vamp to help you out, drop a line to: Vampyra, CU Amiga Magazine, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.



FINAL THOUGHT: WHY NOT TRY THE VODKA DIET? YOU'LL BE SO DRUNK YOU WON'T BE ABLE TO FIND THE FRIDGE!

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NEW

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To order any pack below just write the pack name & if more than one pack available please state eg: CGfont pack3 to order CG font pack no:3 ect

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These clipart below are in IFF format, This format is universal compatable with any Paint programor any DTP eg Dpaint, Wordsworth, Pagestream,ect



- mono clip art pack 1,2,3,4,or 5
- Colour Clip-art pack 1,2,3,4or 5
- (please state pack require 1-5)

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- WorkBench font pack 2..(5 disk full of fonts)
- Large Colour & logo type font pack 1 (5 disk)
- Large Colour & logo type font pack 2 (5 disk)

### CG-FONTS

These high quality fonts pack scalable & are compatable with all version of D.T.P, wordsworth, Page-stream WB3, ProPage 2, Finalwriter, ect

COMPUTER GRAPHIC FONTS pack 1,2,3,or5 (5 disk per pack please state packs reqire)

### 3D Object

- Imagines object pack 1 or 2 (5disk per pock)
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### Other

- VARIOUS WORKBENCH ESSENTIAL UTIL.
- OVER 18 ONLY DEMOS PACK 1,2,OR,3.
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All pack in these box come on 5 disks & cost £4.99. Per pack. All pack are compatable with all amiga

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## EDUCATIONS

E021 STORY LAND II interact puzzle games rec
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E024 EASY SPELL II improve your kid spelling
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E027 OSWALD Very colourful large cartoon game
E030 EVOLUTION breed your own hybrid
E031 IQ TEST + IQ GAMES pack 1 excellent
E033 TYPING TUDOR very good typing tudor
E038 AMIGA TUTORIAL 7 part tutorial
E039 COMPUTER CARE how to care about AMIGA
E051 INVISIBLE WORLD brillant recommend
E075 WORLD-WAR 2 graphics tutorial on worldwar
E094 HIGH WAY CODE TUTOR on highway code
E96 READ & LEARN (2D) THREE LITTLE PIGGY Story with speech & graphic. brillant recommend
E097 BACK TO SKOOL (3) collection of the best
E100 LITTLE TRAVELER imfomation on world wide
E101 WORLD GEOGRAPHY world with map & text.
E103 DISCOVERY OF THE ATOM. Tutorial
E109 MR MEN OLYMPIC (2D) many event to complete
E118 WORKBENCH 2 tutorial on Work Bench 2
E121 PICTURE PUZZLE brillant JIGSAW type games
E122 WORD FACTORY Brillant, teach kid words
E126 CHILDREN SONG 2 contain 5 excellent song
E175 FRANTIC GUIDE TO COMPUTER(2D)brillant
E256 EARLY LEARNER teach kids how to read

## HARDS-WARE Project 3

Build dozen of project included an accerator for £15, put your Amiga in tower case, use PC part eg Disk drive, ect H recommend, not suitable for beginner

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AGA013 MOTOR INVADER 2 (2D) Brillant INVADER gane
AGA021 MAGIC WORKBENCH improve the your WB & add some function to your WB really BRILLANT
AGA41 ADULT SLIDE Vol 1-9 (2 disk each)
AGA62 BODY SHOP VOL 1-7 (2 disk each)
AGA80 FITCHICK vol 1-3(2disk each)
AGA102 AGA DIAGNOSTIC - NEW system tester
AGA138 OFFICIAL WORKBENCH 3 Harddrive installer
AGA139 WB3 HARDDISK PREF & INSTALLER installing
AGA140 CROSS DOS PLUS v5.1 read/write PC files
AGA145 BIG TOPS (18 + only)HMMmm
AGA170 CINDY CRAWFORD Vol II (2disk)
AGA174 MAGIC WB EXTRA vol 1 & 2 (2disk)
AGA230 LOVE 2 disk-simply brillant DEMOS
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AGA297 BOMB PAC Extreamly good to play
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AGA418 FEMALE BODY BUILDER (3)
AGA419 EXCELLENT CARD GAMES 3 latest
AGA421 COLOUR WB make your WB more colourful
AGA422 RIDGE RACER Demo on the Amiga,
AGA431 Explain Amiga workbench error code ect.
AGA432 BEACH BABE (5) -Over 18 only
AGA429 POWERDROID-96 New Asteroid
AGA430 ULTIMATUM -The ultimate 3D Tank Battle

## GAMES

G356 WONDER LAND amazing graphic recommed
G362 DELUXE PACMAN + best pacman ever release
G435 ROULETE amercan roulete excellent
G438 TRAILBLAZER 2 C64 conversion
G441 ETYPE 2- Simply the best asteroid
G455 CASTLE OF DOOM VG graphic adventure.
G567 STARBASE 13 (2D) Bril like MONKEY ISLAND
G657 AMOS LOADSA MONEY best FRUIT-MACHINES
G659 MR MEN OLYMPIC (2D) many event
G673 BOBBY GARDEN + DIGGER (NEW) Brillant
G680 SPACE-INVASION 2 - Fantastic Galaxain
G696 AMIGA-BOY-Game boy emulaor + tetriz
G772 UN-SENSIBLE SOCCER very similar to Sensible scoccer games. RECOMMEND
G798 6 EXCELLENT CARD GAMES collection
G839 BOULDER PACK 640 BRAND NEW LEVEL on 8 disk must for all Boulder dash fan
G870 CHESS II & CHECKER the best around
G892 PENGO 2- Maze type games. Recommend
G893 SUPER OBLITERATION similar to PANG
G896 ULTIMATED QUIZ -pub style quiz machine
G682 BANDIT MANIA - fruit machine demo
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G942 MACDONA-LAND-similar to ZOOL (not A1200)
G943 JOUST III- C64 games with update graphic.
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G961 CODE NAME NANO- Thrust clone (NANO FLY 2)
G962 MICRO MARKET V3-Get rich by buying share
G973 SPELL TRIZ -addictive-tetriz but with letter
G975 H.E.R.O -games convert from the Atari 2600

## AMIGA GAMES PACKS

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A super collection of the very best board games ever released include monopoly, scrabble, chess checkers etc.. Highly recommend run on all Amigas

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### BOARDS GAMES 3

NEW The very latest board games pack 3, This pack contains 23 all new board games, Must for all board games fans

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### ARCADE GAMES PACK II

A colleciton of some of the finest arcade games like cybernetic, galaxian, Omiga race, space invader etc.. Highly prized collection, Run on all Amiga. Very popular pack.

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### ARCADE GAMES III

NEW Brand new arcade games pack 3, This pack in clude a new collection of the best arcade games, just like pack 2 highly recomend

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### CARDS GAMES PACK II

This collection is very similar style to the above. The disk are packed with some of the most playable & best card games for the Amiga. Included are all the popular card games, MUST FOR ALL CARD GAMES FANS, Run on all Amigas

**5 disk set only £4.99**

### CARDS GAMES PACK III

NEW Brand new cards game pack III, This pack contain 21 all new cards games, include blackjack, poker, klondike etc. amazing value recommend

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### PUZZLE GAMES PACK II

This 5 disk pack contain 19 puzzles type games all selected for their quality and originality, highly addictive no Amiga should be without. Runs on all Amigas

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### PUZZLE GAMES PACK III

NEW This puzzle pack 3 contains 19 more all new puzzle game like othello, noughts & crosses, quadrix etc. too many to list, run on all Amigas

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### MINI WB GAMES PACK III

This is a very unusual but extremely fun to play, What mini wb games is just like normal games except it's just tiny screen size, example: play pacman on 6x4 in. & you can play few games at the same time, Amazing, Runs on all Amigas except (WB 1.3)

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## INTERNET PACK

These pack are specially design for Any Amiga user who do not have acess to a CD rom drive or the INTERNET, But want to obtain mass of software for the minimum cost! Each pack contained 10 disks, all the software are pack with LHA which when unpack you could end up with 30+ disks full of software., LHA UNPACK IS INCLUDED. not for complete beginner.

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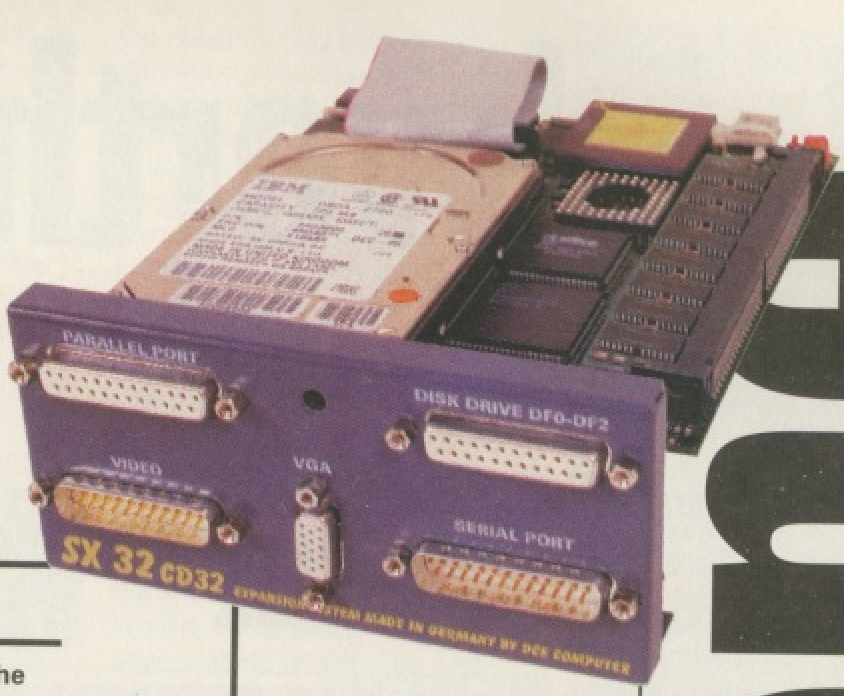
U024 D-LOCKS proctect your disk & files
U334 EMULATOR COLLECTION II (lot of emulator)
U490 207 utilities-COMPILATION
U620 HOW TO CODE IN C (2disk) + many examples
U622 ACTION REPLAY V1.5-cartridge on disk
U623 ACTION REPLAY V4 (A1200 ONLY) same as ab
U650 COPY & CRACK TOOL 2 powerful copy progr
U680 NEW SUPER VIRUS KILLER(not WB3)kill 316+
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U848 SPECTRUM EMULATOR V2- latest
U849 VIC20 Emulator include ton of games
U887 DISK RERPAIR KIT 4-disk repair, undelete,ect
U1012 TEXT-ENGINE V5 (not WB1.3) very latest wordprocessor with spell checker. highly recommed
U1013 DIARY-2000 use just like the real diary
U1016 ULTRA ACCOUNT - very good account progr
U1022 PRO-FOOTBALL 1.1(2) football predictor
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U1028 MAGIC-USER-INTERFACE V3.1 NEW version
U1029 ORIC 48K EMULATOR (Not 1.3) At last it Wor
U1030 MSX II Emulator V2.1. (WB3.0) MSX compute
U1031 900 AMIGA GAMES HINT,& CHEAT V4 (2 dis
U1033 CANNON printer driver for BJ210,610,4000
U1034 WITCHES COOK BOOK- anti-aging cream is of many recipt on this disk

# Tech Scene



**If you thought the Amiga scene was going to die down after Christmas, we're glad to prove you wrong. Feast your eyes on this lot.**





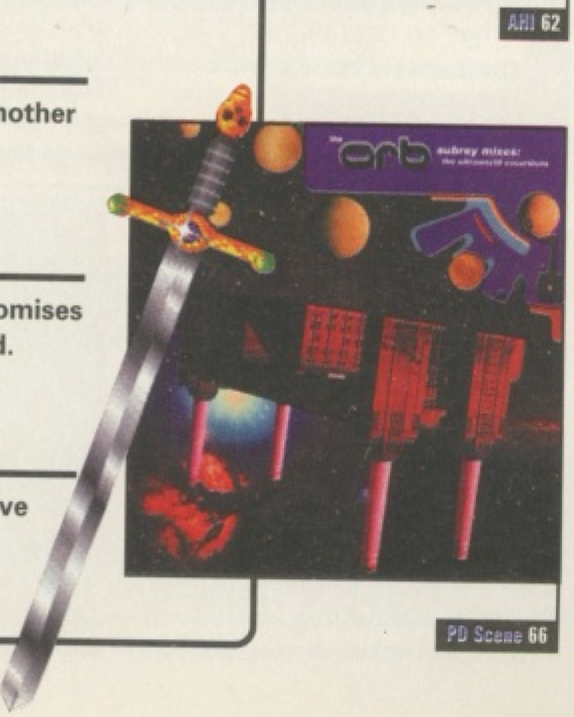

SX32 Pro 61




Wordworth 6 54




AHI 62



PD Scene 66

# Wordworth 6 Office

■ Price: £49.99/Upgrade £34.99 ■ Developer: Digita International
■ Supplier: Digita International © 01395 270 273

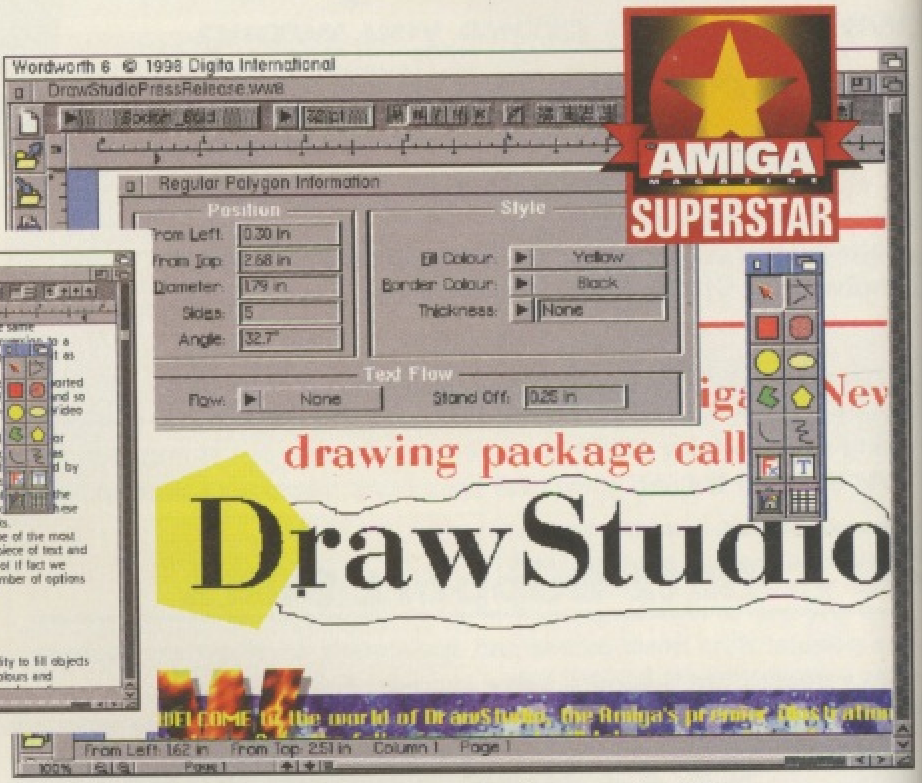
**CD Version**

**Four quality packages on one CD at a snip of price. Are Digita taking a leaf out of CU's book? Let's see.**

Without a doubt, the CD player is currently one of the hottest peripherals for Amiga owners. It seems like almost everyone has one nowadays. Software publishers are realising this and are starting to put our favourite programs on CD. One of the first to do so, is long time Amiga supporter, Digita International. Their CD Wordworth 6 Office is also available on floppy disk, although for this review we'll look at at the CD version.



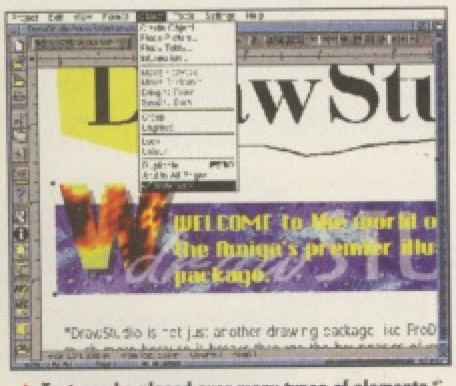
▲ Funny faces like this can be created using the Polygon tool but it is a shame that you can't edit the shape other than resizing it.



▲ Regular shaped polygons are very simple to create and can have any number of sides.

## What's on it?

No prizes for guessing that the Office pack is based around version 6 of Wordworth, but there's a lot more than many people's favourite word processor on the CD. You also get Datastore 2, Organiser 2 and Money Matters 4.



▲ Text can be placed over many types of elements," both pictures imported into Wordworth like this one from DrawStudio, and others created in Wordworth itself using the Watermark feature.

All this for an upgrade price of just under £35 seems like unbelievable value. But is it? Keep reading and you can make up your own mind.

As already mentioned, the Wordworth 6 Office pack comes with four highly rated programs, most of which have been around for a year or two on floppy disk. The only new upgrade on the disc is Wordworth 6. The Office CD has two versions of the same programs, one in German, the other in English. All these programs will only run from hard disk. They do not run from CD and there is no mention made of installing them onto floppy disk. The latter isn't perhaps important because if you have a CD, the chances are, you'll also have a hard drive.

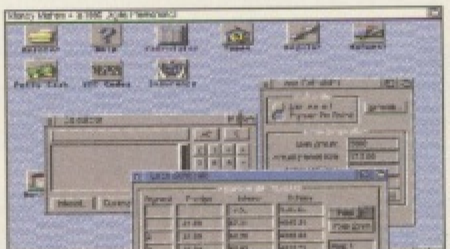
The reason, I guess, the programs don't run from CD is because a number of files have to be installed onto the Workbench partition of your hard drive and these files will differ from person to person. In other words, although Digita could have partly installed the program on CD, there would still have been a substantial amount of files that needed to go onto hard drive, so it makes sense to place the whole thing on hard disk in the first place.

Then there is the question of program settings. Most people will set their versions up differently and because you can't save the settings to the CD, it would be pointless running it from there. The reason for mentioning this is because most people will expect it to run from CD without understanding the problems involved.

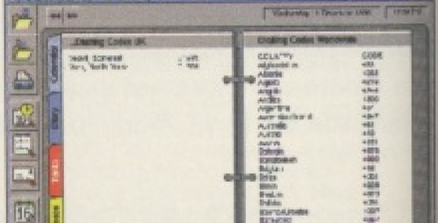
## Easy peasy

Installation of all the applications was dead easy. No problems whatsoever, even though I installed all the programs onto a Zip cartridge as my hard drive, all one gigabyte of it, was rather full at the time. Installing the extra fonts was just as simple, thanks to the comprehensive instructions supplied in the Wordworth help file and the InstallFonts utility supplied.

The fonts can stay on the CD and be installed for use with Wordworth or better still, can be copied onto your hard drive and used from there. Luckily, the bonus fonts drawer is under 4Mb so it's convenient to keep them on the hard drive where they'll always be available to Wordworth. The same couldn't be said if the fonts were left on CD only because you never know what CD you might want to have in the CD drive when you run Wordworth.



▲ From managing your accounts to working out the repayments on a loan, Money Matters 4 will gladly offer you a helping hand. Here, I'm sorting out my petty cash and loan situations.



▲ Want to ring your long-lost relative in Bournemouth or Penzance? No problem. Finding the dialling code of a country or place in the UK and is not far away with Digita Organiser.

## New features

- Polygon Drawing Tool
- Regular Polygon Drawing Tool
- Curve Drawing Tool
- Freehand Drawing Tool
- Watermarks
- Password Protection
- Improved RTF Support
- More ARexx commands

As well as the 50 outline fonts, there is also a compilation of all the bitmap clip art ever released by Digita as well as around 10% of the scalable clip art currently available in various volumes.

## On-line manuals

There are no printed manuals accompanying the CD, so where are they? On the CD of course! These are ASCII text files but it is too awkward to read them on screen. You'll need to import them into Wordworth and print them out or even better, ring up Digita and ask for a manual. I believe they are charging around £5 for it.

All the programs also have on-line help to answer most questions about using the applications. This AmigaGuide based file pops up on the screen of the program you are using, saving you the bother of having to swop between help and the program.

## How new is it?

The only new upgrade (or new anything from what I could see) on the Office CD is Wordworth 6 which has had a number of new features added. None of these could really be classed as being major but then Wordworth is a pretty complete word processor already and adding headline grabbing functions would perhaps just create extra bulk which may have slowed the program down.

The most important of the new functions is the four new drawing tools: two polygon tools and two others for doing bezier curves and freehand drawings. The new tools are a mixed bag though. As Digita have just released DrawStudio (a drawing program), maybe I expected too much of Wordworth's drawing tools, but they don't work quite the way I anticipated.

The freehand tool for example, lets you draw freehand but points on the line cannot be edited afterwards although you can change the line colour and thickness. Using the bezier curve is a bit hard to describe but imagine selecting a tool, dragging out a triangle and then watching the program create a curved line in between the points and you're some way to knowing what it's like. Unlike a drawing program, the bezier curve points don't have control points, but line length and shape can be adjusted, sort of.

To create shapes, you have polygon and regular polygon tools. The polygon tool works by letting you drag out a line and then placing a point on the page by pressing the control key. Unconventional yes, but it works well enough once you get used to it. You cannot however, unlike in Final Writer, edit the points on the polygon. The regular polygon tool is simple enough in that once you have drawn the box, the number of sides can be edited from the object's information requester.

Another very worthwhile creative addition to Wordworth is watermarks. These are simply objects that can be placed behind normal text blocks. In the example I used to review Wordworth 6, I wanted a bitmapped drop cap from DrawStudio to start a line of text. With Wordworth 6, this wasn't a problem although to be honest, I could have done it in Wordworth 5 using Text frames. Watermarks just makes it easier.

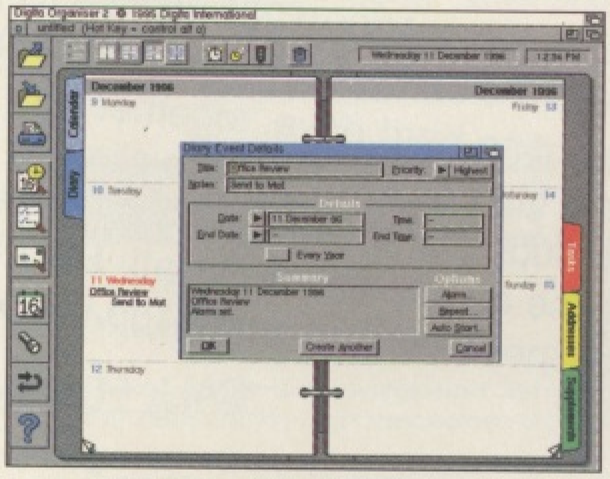
Support for RTF (Rich Text Format), a common cross-platform WP file format, has been boosted with files for font mapping. These are ASCII text files that let you stipulate which fonts are used by Wordworth to replace those used to create the RTF document file in another application. As well as font mapping, RTF has been re-written so it's more compatible with lots of different RTF files as well as supporting a few new formatting functions.

The other new features, file encryption and new ARexx commands, add to an otherwise already fine word processor but don't significantly boost the program to a new level. This begs the question, will publishers like Softwood and Digita continue to put a lot of development time into programs like Wordworth and Final Writer, or simply adjust things to slightly enhance the program rather than radically improve them? Only time will tell us the answers.

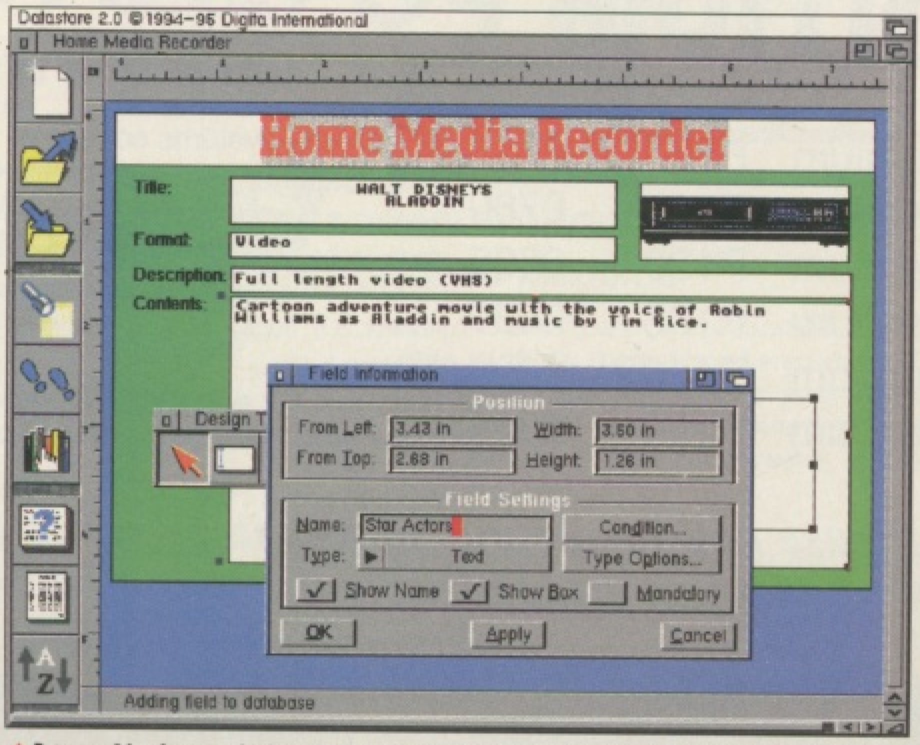
## Final thoughts

Overall, the Office CD and the floppy disk pack for that matter, are great value when you consider what you get. The question on value for money will depend on whether you have any or all of the auxiliary programs aside from Wordworth 6, which is the only new upgrade on the disc. The pack almost has the feel of a closing down sale, where existing stock is cleared out at silly prices. We may see a Wordworth 7 but I don't expect any of the other applications to be upgraded. This may change, because I hear Digita are doing very well with this package so far and they may re-invest some of it in future upgrades. I hope they do. ■

**Larry Hickmott**




▲ **Keeping track of important events is simple thanks to Digita's Organiser, a program that is both practical and fun to use.**




▲ **Datastore 2 is a form type database that is easy to use and quite flexible for personal and small business use.**

## Want to know more?

**Wordworth 5 and Datastore 2 were reviewed in the March 1996 issue of CU Amiga so this would be a good place to start for further details.**

**Organiser 2 is a PIM which isn't some fancy drink but a Personal Information Manager. Looking like a filo-fax, this is one accessory you won't be ashamed to be seen with. The program helps you keep track of names and addresses, important events and even has a host of supplements which will provide lots of interesting reading on everything from angling to wine. A very much under rated program that is intuitive and darn useful. More than that, it's fun to use.**

**The fourth application is Money Matters, a home accounts program that has been around since the year dot. I started out with the first version, which at the time was called Home Accounts. This latest incarnation, has a similar look and feel to the other Digita applications, and can handle multiple accounts that work like most bank accounts on a credit and debit basis. Money Matters also has tools like a loan calculator, insurance inventory, currency calculator and even graphs for the visually enlightened. A useful tool for watching those pennies.**

## WORDWORTH 6 OFFICE

A500 · A500+ · A600 · A1200 · A1500 · A2000 · A3000 · A4000

**system requirements:** CD and hard drive plus 3 Mb of free memory.

**ease of use** ....................92%
Installing the programs is as simple as using them. On-line help is a bonus.

**performance** ....................90%
All programs perform well, Wordworth is the best followed by Organiser 2.

**value for money** ..............94%
Depends on whether you already have the extra software but if you don't, super value.

**OVERALL**
Three-in-one pack at a top price. Superb.
**92%**

# AVM and Sportster Vi

**■ Price: £161.69 ■ Developer: US Robotics ■ Supplier: First Computer Centre**
**✆ 0113 23 19444 http://www.firstcom.demon.co.uk**

**As well as surfing the web and sending faxes, now modems can be answering machines too. All you need are the right tools for the job.**

Fax modems have been around a long time and, thankfully, so has commercial software such as GPFax to enable you to use them to send faxes. Voice modems, however, are a newer invention. They combine the data capabilities of a fax modem with a digital answering machine. Again, like faxes, you need dedicated software to make the voice capabilities work. Currently there is only one package on the Amiga that we know of that can do this: the shareware AVM (Advanced Voice Modem) Suite 2.0. AVM doubles as fax software by using the ECFax. We checked it out, in its embryonic stages, armed with the popular voice modem, the USR Sportster Vi 33600.

## Trial run

AVM is shareware so you can check it out first before deciding to buy it. And in true always-there-to-help-the-reader style, CU Amiga Magazine has the unregistered version on this month's cover CD. You can find it in the CUCD/ Magazine directory all ready to install. The installer is most of the way but there are currently several things which have been left out which would have been very helpful such as showing assigns which need to be made and the option of skipping the insertion of them in user-startup.

## Getting it on

To get started is simple enough. The installer asks whether you have a Voice capable modem and depending on the answer, expands to the modems supported. The modems AVM supports for Voice are: ZyXEL, LineLink, MTD Dolphin, Rockwell-based Voice modems and the USR Sportster Vi.

The Rockwell option actually includes a great deal of modems since they are the world's most prolific manufacturers of the chip-sets used in modems, unfortunately it's not easy to tell before buying a modem without any particular name or brand on it.

## Good for a fax

If you don't own a voice modem, AVM is still good for faxing with the following modems; generic Class 1 & 2 fax modems, AT&T DataPort Class 1 & 2 modems, the Supra 144 LC and USR modems (Class 1). If your modem has fax capability it will probably work with AVM. AVM does what the others do in that it simulates a printer. Normally you would use a word processor and the output is stashed to a file which can be faxed right away or scheduled to be delivered at a certain time. The latter function requires that the package is registered.

I printed my standard fax document from Final Writer to GP Fax and AVM. After faxing both to our office fax machine, the output quality was identical although AVM's fax was slightly narrower in dimension.

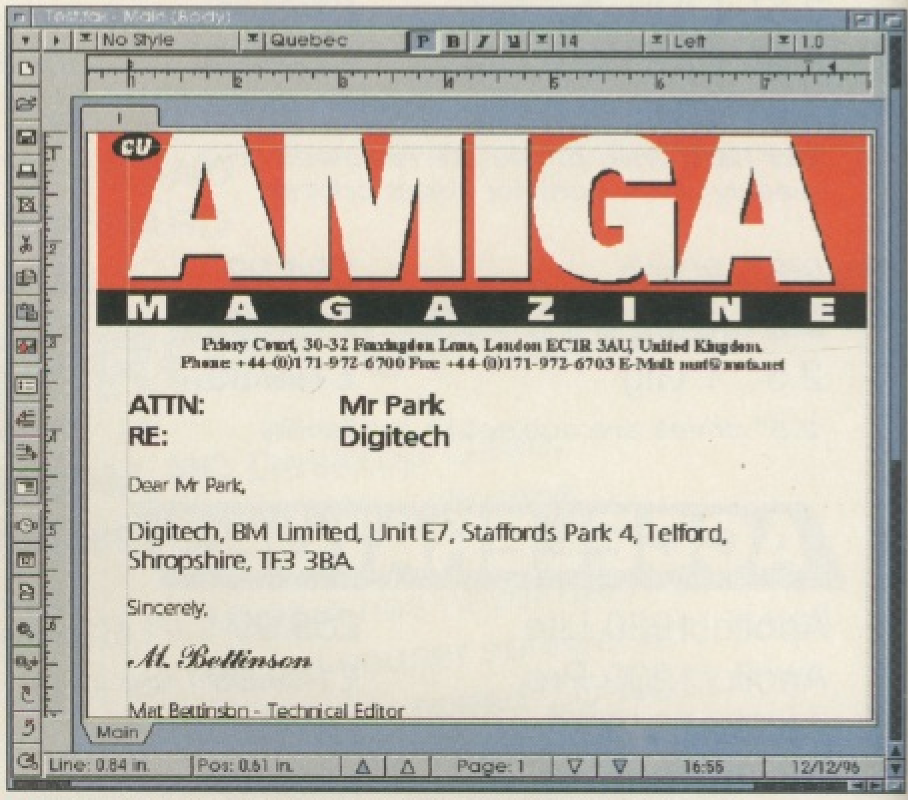
Using a computer to generate a fax produces far better results on the other end than a traditional scanning fax machine. Even the CU Amiga Magazine graphic banner at the top of my fax document was nicely dithered as Final Writer prints to AVM.

Unfortunately it's not all rosy when it comes to using voice mail. In fact it's very complicated and the documentation is abysmal. Before going to press, I'd had numerous communications with the Canadian author, Alberto Villarica, to resolve many of the problems that I encountered. The biggest one was that support for the Sportster Vi was only just implemented, which is a significant oversight as other voice modems are rare in the UK.

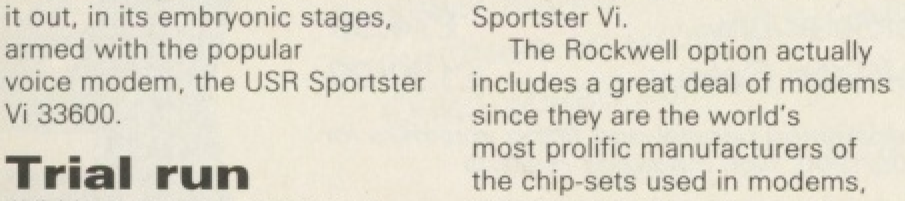
## No sounds

There is no audio compression CODEC for the Sportster Vi which means that the voicemail prompts and incoming messages can't be played by the Amiga. OK; normally you can listen to them through the speaker on the modem. Nope, you can't do that either (unless you want a dial-tone or to unplug the modem). The Sporster Vi also lets the show down as the external speaker output jack hardly seemed to work even on maximum volume. So it's either use headphones or plug in some kind of amplified speaker. This is very annoying and needs to be sorted out.

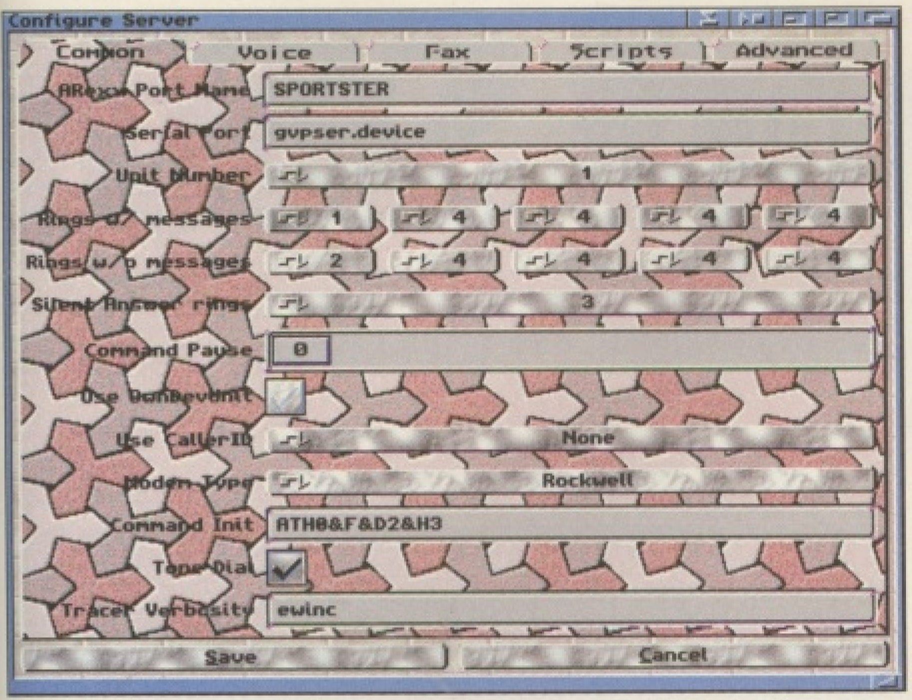
The voicemail prompts which actually need recording are



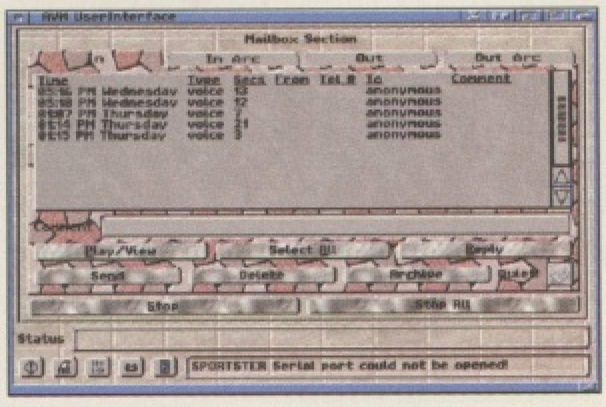

▲ With AVM as a fax printer, Final Writer can print out a document to be sent later as a fax.




▲ Each of the voice prompts used for the voicemail scripts must be recorded on this page.




▲ The basics of the 'server' are configured here. I don't know why it isn't just called your modem.




▲ Here's the AVM user interface which displays incoming and outgoing voicemail and faxes. Configuration pages are accessed via menus.

only mentioned in the small 'installation' text file. All the others are for much more complex voicemail systems which really need the stupidly complex 'programmer'. This isn't even present in the archive for some reason and it's just as well as it's just about impossible to use and totally undocumented.

The bottom line is that AVM works as a fax package for sure. It also half works as a voice mail system on the Sportster Vi but there are crippling problems and it takes quite some time to figure out what's going on. I did manage to get a basic answering machine working, the Amiga chimed 'You have messages' in a lispy female voice. Also, having to play messages into headphones was acceptable though a nuisance.

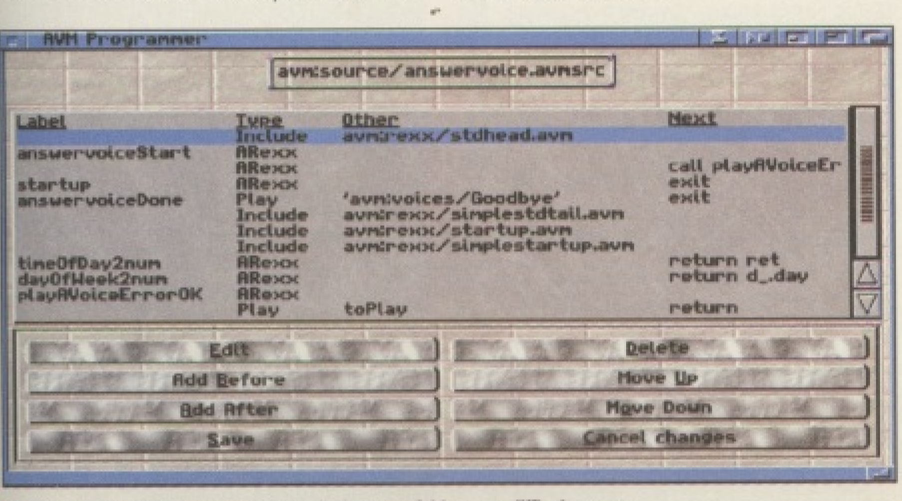
## More work

Overall, AVM needs a lot more work. We must have a compression CODEC for the Sportster Vi for a start. Reasonable defaults must be included and the documentation needs to be vastly improved.

However, right here and now it's all that exists and since it's shareware you'd be a fool not to have a bash at it. It should shape up in the future and we'll go for a full review then.

I'd recommend the Sportster Vi when it is fully tidied up and the problems mentioned here are ironed out despite the silly speaker output. However, as it stands it's a reasonable voice modem and with a free 'X2' 56K upgrade from USR, there's nothing to touch it at the price.■

**Mat Bettinson**




▲ The horrible AVM Programmer is no doubt powerful but very difficult to use.

# Blitz Support Suite

**■ Price: £19.99 or £14.99 for registered Blitz Basic users ■ Developer: Red When Excited**

**■ Supplier: Guildhall Leisure Services ✆ 01302 890 000**

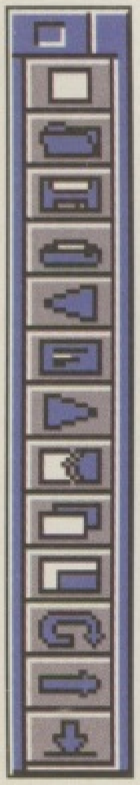
**Now you don't have to be a BUM man anymore. A new Blitz support system is here and it's superb.**

For the majority of the Blitz Basic fans an update to the popular development system has been a long time coming. Until now most of us have relied on BUM (Blitz User Magazine – stop giggling at the back) to fix bugs and add new commands to the language. However, this system leaves a lot to be desired as it crashes regularly and doesn't have that many frequent releases. So most of the die-hard fans rely on dedicated Blitz clubs and news groups for things like new command libraries and tools. Guildhall, having seen a gap for a killer update to Blitz, called in the boys from 'Red When Excited' – one of the biggest supporters and creators of many Blitz extensions – to do the business. The Blitz Support Suite is what they came up.



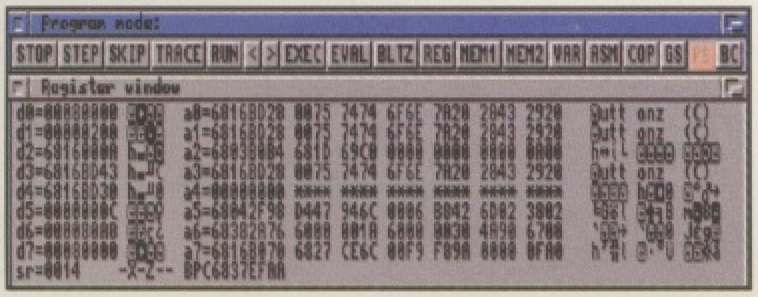

## Tidy tools

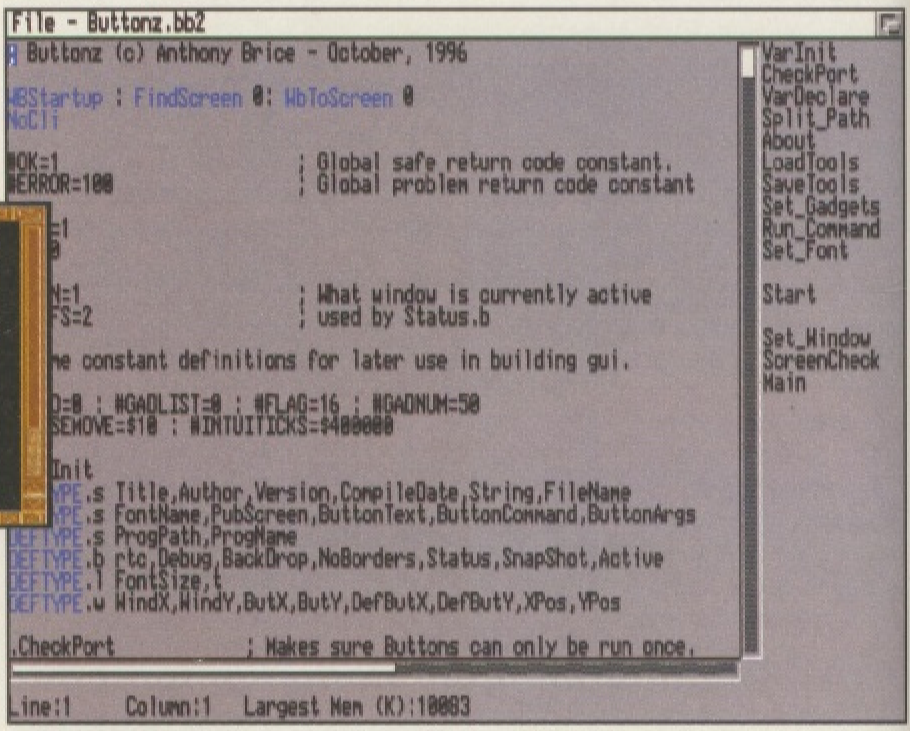
On three disks Blitz Support offers a new set of libraries for adding to the Blitz command set and a whole host of additional tools to help you whether you're programming a game or a utility. To start there is a much improved version of Ted (the Blitz default editor) which, while not letting you compile your work stand-alone, at least heads towards a solution by offering an ARexx port. Other new features include multiple document editing from the same window and a user-definable GUI tool bar for sending ARexx commands to Ted.



There is also an updated debugger to stop your programs running amok as well as a heap of example source code files which show off the new commands in the BSS libraries. Extensive support for ARexx and Commodity commands are provided along with encryption and powerful file I/O commands. There's no doubt that these libraries will make programming your own stuff much easier. I managed to convert a simple program into a commodity with an Arexx port within half an hour of installing the new suite, thanks to the AmigaGuide online help system and the example source code.

The Shapes and Map Editor are both powerful tools designed to make easier the tiresome tasks of creating scenery like scrolling backdrops and sprite images. Both offer extensive cut and paste routines for manipulating IFF files and the Shape Editor will let you chop and change palettes to your liking, as well as having a novel clone of the MUI bubble help system. The Map Editor doesn't offer anything as flash but has the bonus of being designed to work for any language and not just Blitz. It's a very powerful tool which can create maps as big as memory dictates and generate source code which you can drop into your own program. A nice touch is being able to define sizes of the individual blocks as well as the maps block dimensions. With a bit of work on small blocks some very creative maps could be defined with little trouble.




▲ Blitz users cannot afford to be without the new Blitz Support Suite. All the new features provided will make everybody's life much easier and programming a dream.

## Light reading

BSS falls down when it comes to documentation. Presumably to save cost everything is documented on disk. The Blitz help system, while not brilliant, will pop up the appropriate Amiga guide documentation if prompted. It's an acceptable solution but it's not as good as having a printed manual. It's easy to use though, certain buttons will load example files and iffs for you to view although some of the links are broken. However, the inclusion of updated guide documentation for the original commands and not just what RWE have worked on is a bonus.

Overall BSS excels itself as a must-have gift for any serious Blitz user. It's not expensive and worth every penny of the price, especially as you can get a discount if you're a registered Blitz user. There are a couple of patches needed for the BSS system to fix minor problems with the Ted dok and debugger. However, don't worry we have included them on this month's CD. ■

**Anthony Brice**

### BLITZ SUPPORT SUITE

A500 · A500+ · A600 · A1200 · A1500 · A2000 · A3000 · A4000

**system requirements:** Any Amiga running Blitz Basic. WB 1.3, HD recommended. Some extensions will require Os2+.

**ease of use** ..................78%
Simple to use, though can be fiddly removing obsolete libraries.

**performance** ..................91%
Makes light work of previously tricky programming routines.

**value for money** ..................92%
Absolutely superb value for money, it's a steal at this price.

**OVERALL**
No Blitz Basic owner can do without this.
**89%**

# SX32 Pro




**■ Price: 50MHz £369.95 33MHz £299.95**
**■ Developer: DCE Computer**
**■ Supplier: Eyetech © 01642 713185**
**http://www.eyetech.co.uk/~eyetech**

**Remember the ill-fated CD32? Now you can turn it into a high-spec Amiga with a CD-ROM drive.**

The CD32 was a huge success and if it wasn't for cash flow problems and unnecessary stock dumping, it may have kept Commodore alive. There were many thousands of them sold and CD32 software at one stage, occupied the top slots of the CD-ROM charts. Now things are a little different and CD32 software is virtually non-existent. The good news is that it's possible to pick up one of the old 'tumbledriers' very cheaply indeed. It is still an OS 3.1, AGA, 2Mb Chip RAM machine with a CD-ROM. All it needs is a little extra encouragement to bat with the best A1200 systems.

Previously, encouragement for CD32 users included plug-in break-out boxes like the SX1. The SX1 provided the features that the CD32 doesn't come with as standard such as parallel and serial ports, RGB video output, IDE hard drive interface, disk drive port and sometimes a PC keyboard connector. One area where the SX1 fell down, though, was the measly 14MHz 68020 CPU, quite slow by today's standards.

## 50MHz 68030

The SX32 Pro is identical to its predecessor except that it sports an integral 50MHz 68030 accelerator and a buffered IDE interface. The buffered IDE means that external IDE devices may be attached without worrying too much about the length of the cables involved. So it's a very welcome addition.

Fitting of the SX32 Pro is as problematic as its predecessors was if there's a hard drive fitted. Once again, the CD32 must be opened to fit the unit into the rear expansion bay no matter how small the 2.5" HD fitted. However, Eyetech have provided a nippy 720Mb IBM drive which shows that the 2.5" hard drive situation has improved greatly from the past. The lack of room for a 3.5" unit is not such a crippling problem. A cheaper/faster/bigger 3.5" hard drive could always be housed externally if it were an issue.




▲ Here's the 50MHz SX32 Pro running the AIBB Dhrystone benchmark against a standard CD32, A1200 with no fast mem, A1200 with fast mem and a Blizzard 1230 MK IV. The results speak for themselves.

The disk drive, parallel and serial ports performs as per an A1200 which is no surprise as the SX32 Pro has two CSG (Commodore's chip manufacturer) 8520 CIAs to drive the whole show. An external floppy drive appears as DF0: and the SX32 seems happy to load even copy protected games. What does let it down is the RGB video output. The video level (brightness) is quite low on the Amiga Technologies 1438 and 1764 monitors. This is not a terminal problem but is annoying just the same. Luckily, AT's 1764 monitor has a 15 pin VGA style socket so no adapter is needed.

## A1000 keyboard

The omission of a PC AT keyboard socket would have been a serious problem but thankfully Eyetech have sourced some Amiga 1000 keyboards (the wonderful small ones with the old coloured tick logo) with a lead to jack straight into the CD32's PS2 style keyboard connector. At £35, for a genuine 89 key Amiga keyboard, it's fantastic, now if only I could wire one up to my 4000T!

The SX32 Pro will accept up to 64Mb of memory on a single or double sided sided SIMM. Benchmarks showed that it was 15% slower than the leading 50MHz accelerators for the A1200. This is a shame since it's not cheap. I would have liked to have seen better performance for this sort of money. Eyetech provided an IDE EZ135 Syquest drive for testing and this worked well with an IDE ribbon trailing into the back of the CD32.

Unlike previous CD32 expansions, there's no significant money to be saved compared with an A1200 based system. You do, however, get provision for a lovely external keyboard and CD-ROM drive which are valuable in their own right. It's an expensive investment but a top notch Amiga system can be created out of an otherwise idle CD32. An A1200 system with CD-ROM makes for more desktop clutter by comparison. If the price of the SX32 Pro, hard drive, keyboard and memory doesn't put you off, I recommend it as an Amiga system to be proud of. ■

**Mat Bettinson**

## The essentials

| | |
|---|---|
| SX32Pro 33MHz 68030 | £299.95 |
| SX32Pro 50MHz 68030 | £369.95 |
| Amiga 1000 keyboard | £34.95 |
| Ext Floppy Drive | £39.95 |
| 540Mb 2.5" HD | £149.95 |
| 1.1GB 2.5" HD | £249.95 |
| IDE Zip Drive | £199.95 |

**COMBO PACK -**
**New CD32, controller, SX32Pro 50MHz Floppy drive, 2+4Mb memory 21Mb HD ........ £499.95**

## SX32 PRO

A500 A500+ A600 A1200 A1500 A2000 A3000 A4000

**system requirements:** Amiga CD32

**ease of use** ........ 94%
Installation is a breeze, operation is transparent.

**performance** ........ 88%
Makes for a killer Amiga but could be quicker.

**value for money** ........ 82%
Offers a lot, however, has a price tag to match its capabilities.

**OVERALL**
The ultimate CD32 expansion. **88%**

# Audio Hardware Interface

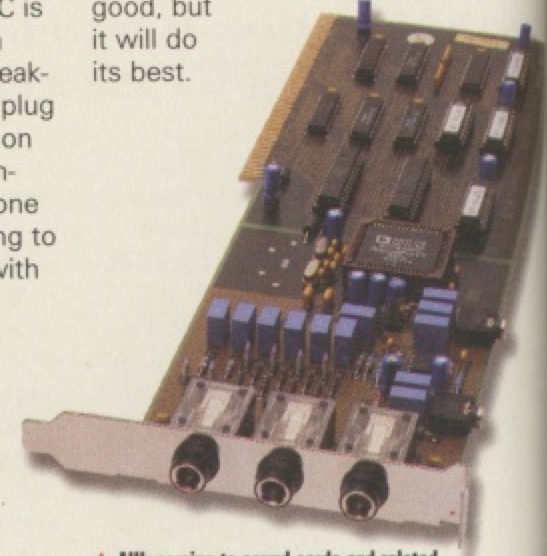
■ **Release: TBA** ■ **Developer: Martin Bloom** ■ **Supplier: various**

**Peering into the future of Amiga sound we see AHI making an impact.**

The chances are that we will never again see the level of standardisation that there was in the Amiga market of a few years ago. With development on the Amiga effectively having ceased since the launch of the AA chipset, people are following third-party upgrade paths to bring their Amigas more in line with state-of-the-art technology in their own fields of interest, buying graphics cards if graphics is important to them, and sound cards if they are into music. On top of this the various companies considering bringing out Amiga–like computers don't even agree on what CPU to base it on. The Amiga market of a few years time will include a lot of non-standard pieces of equipment and a lot of exotic variants.

How will we avoid the kind of problem that plagues PC users such as having to reconfigure all their new software for their hardware setup, and quite often having to reconfigure the hardware setup for the software? The PC is often unfairly vilified by Amiga users, but one very definite weakness of the PC – at least until plug and play becomes the exception rather than the rule – is its handling of sound output, as anyone who has spent ages attempting to coerce a new game to work with their sound card will attest.

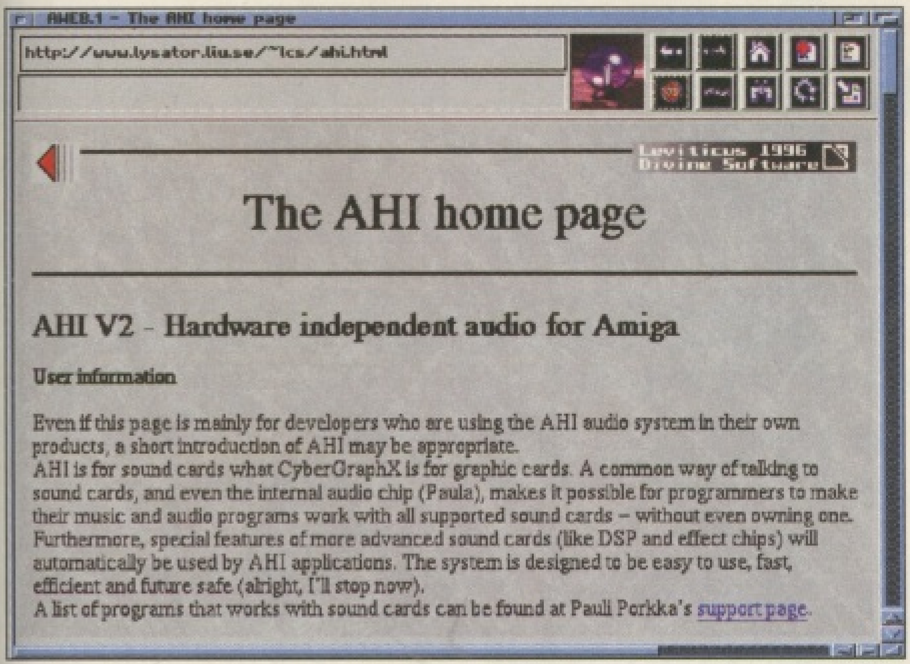
With the AHI retargetable audio system, a game (or any other piece of software with sound output) can send the sound data to a device handler which already knows what hardware you have and interprets the sound data in a way which your hardware can understand. If you have the latest DSP based sound card from hell, it will play through that and pass the card any hardware specific commands it receives. If you are reliant on a bog standard Paula chip (part of the custom chipset) for audio playback, no problem. It won't sound as good, but it will do its best.



▲ AHI: coming to sound cards and related software near you soon.

## What is AHI?

**AHI stands for Audio Hardware Interface. It is a hardware independent audio system. AHI provides retargetable hardware support from a simple device driver which can be easily configured for standard sound cards and made to utilise on-board DSP functions in 'smart' cards. Its fast mixing routines will mix 8- or 16-bit samples of any length and with any number of loops from fast RAM and output 16-bit mono or stereo data in up to 128 channels. It supports non realtime mixing for computers with slower processors by spooling to disk.**




AHI has been described as doing for audio what CyberGraphX has done for graphics. The AHI system is a simple addition to your Devs: drawer consisting of the AHI.DEVICE and device drivers for whatever hardware you want to install. When a manufacturer produces a new sound card, all they have to do is write an AHI driver for their card and the old problem of finding software to run on it is solved. If you have the AHI driver, your new sound card will work with every AHI compliant software package you use, even if they were written before the sound card existed. There would be no need to go through all your old software reconfiguring it either. If it is configured to output through the AHI system, then it is already configured with your new sound card. The flip side of this is of course also true – a software author writing a new package need know nothing about the various sound cards on the market to write in compatibility for them, because instead of writing output drivers for all the sound cards they can find out about, they need only write an output driver for AHI and their program will work with every AHI compliant sound card that has ever or will ever be made.

AHI is currently in Beta - although it works and is available for developers and end users alike, it has a little way to go before it is the finished article. The Amiga audio scene really needs something like this, and the reception to AHI has been enthusiastic. Martin Blom is continuing development on the AHI system, but is dependent on other programmers to support AHI in their software. The list of cards and software with AHI support is continually growing as more and more developers jump onto the bandwagon. After all it makes life a lot easier for them too. ■

**Andrew Korn**

To find out more contact:
URL: **Http://WWW.Lysator.liu.se/~lcs/ahi.html**
URL: **Http://WWW.Sci.Fi./~PPorka/Delfina/Support.html**
or Martin Blom: **lcs@lysator.liu.se**
Finally, the Aminet address is:
**ftp://ftp.Germany.Aminet.org/pub/Aminet/dev/misc/ahi.lha**

## AHI support

**The vast majority of audio output devices already have, or are shortly to get AHI support. Software support is not quite so impressive so far, but growing all the time. AHI is even beginning to make its mark outside its natural audience of music makers with the first couple of AHI compatible games.**

### Currently supported sound cards

**Delfina DSP**
**Prelude**
**Toccata**
**Wavetools**
**Paula (built in Amiga sound chip)**

**COMING SOON:**
**Hypersound32**
**Plasma 32**

### AHI Supported Software

**MOD PLAYERS:**
**Delitracker, Hippoplayer, Aplayer, DASModplayer v4**

**SAMPLERS/SAMPLE EDITORS:**
**SFX**

**MIDI PLAYERS:**
**Amplay**

**SAMPLE PLAYERS:**
**Play16**

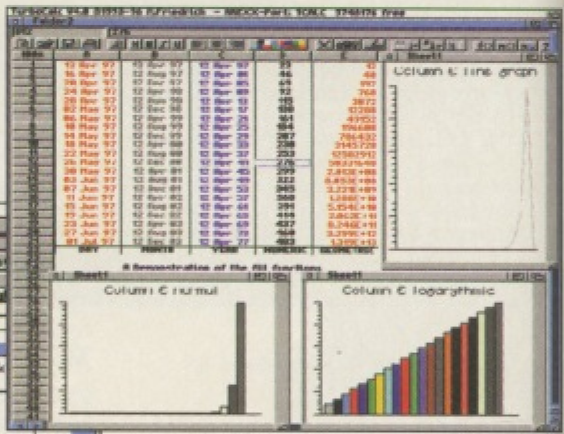
**GAMES:**
**Citybuilder**
**Almagica - Scions of a Forgotten World**

**MISC:**
**Amiphone 1.92**

# TurboCalc v4

■ **Price: £49.95** ■ **Developer: Schatztruhe** ■ **Supplier: Digita © 01395 270273**

**The latest shot fired in the Digita versus Softwood war lands on our shores in the shape of this German spreadsheet. Is it bye-bye FinalCalc?**

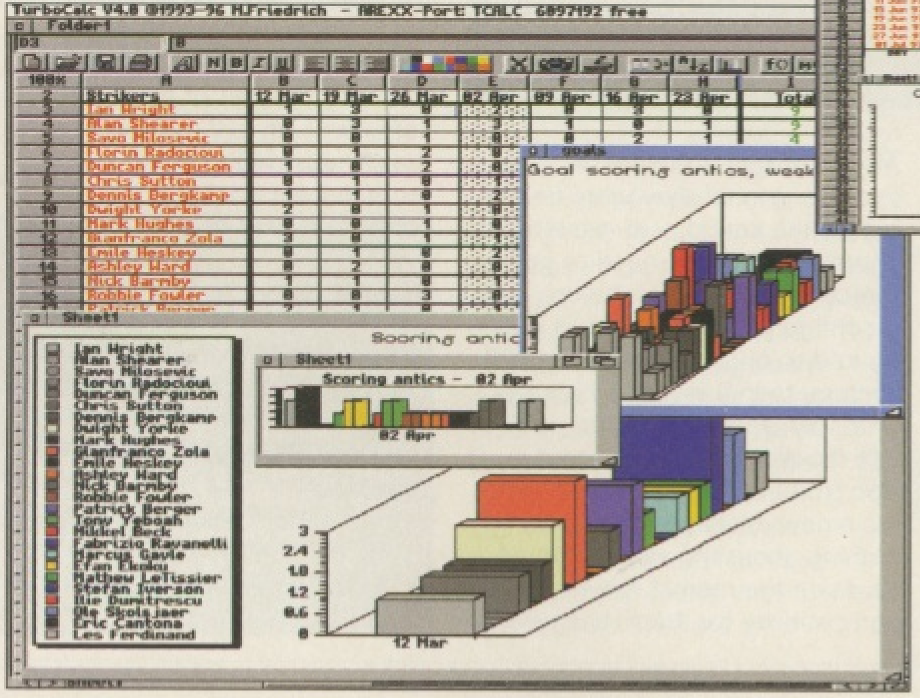



The latest salvo in the spreadsheet war is TurboCalc v4, a significant upgrade from v3.5, which was given away by Escom as part of the Amiga Magic pack. Although TurboCalc doesn't conform to the Digita standard layout, it seems to conform to Digita's philosophy of attempting to one-up Softwood, and comparisons with FinalCalc are inevitable. Which is somewhat fortunate for TurboCalc, because comparisons with the top spreadsheet software on Mac or PC would be less favourable.

## A contender

This latest incarnation of TurboCalc comes on CD-ROM. The program can be run straight from the disk or installed to your hard drive, an easy process thanks to the English, French, German and Italian language installers. An AmigaGuide conversion patch will install the help files in an OS2.x compatible form if necessary, a clever idea which will make life a lot easier for owners of older machines

The most obvious difference between this and FinalCalc is that the latter has much more confusing menus. TurboCalc seems less intimidating, with fewer nested sub-menus, but this is not because it lacks facilities. On the contrary, TurboCalc did almost everything I wanted it to, which is a welcome surprise by Amiga spreadsheet




▲ You can use TurboCalc for a lot more than financial spreadsheeting. This demonstration shows how it can used to chart the form of premier league strikers.

standards. TurboCalc complements its easy to use menus with a user definable toolbar.

TurboCalc has followed FinalCalc's lead in allowing multiple sheets in a project, with connections between cells in different sheets, a facility which has been fatally lacking in Amiga spreadsheets until recently. Another feature TurboCalc followed the FinalCalc lead with is animated graphs - see the box for details.

## Ups and downs

TurboCalc can zoom in and out of the page in the manner of DTP packages, a feature of enormous use if you want to handle outsize sheets, which saves a lot of hammering at the cursor keys and multiple screen refreshes. Automation is also significantly improved with the addition of fills, a clever system to allow the user to paint in lists of increasing value. If, for instance, you wished to define a sheet with several hundred columns sorted by date in a four day period, you need only set the first date, select the cells you want dates in, inform the fill requester that you want increments of four days, and the cells will be appropriately filled. FinalCalc's fills were never so flexible or easy to use.

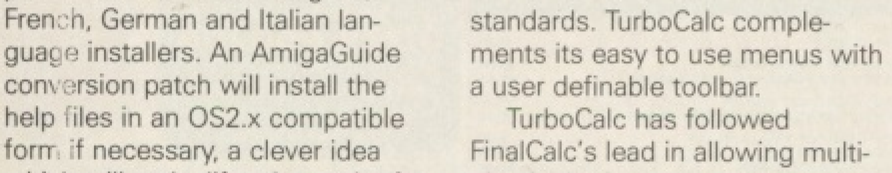
Spreadsheets are traditionally for financial calculations but this is far from their only use. They can be used all sorts of data processing tasks. I know of spreadsheets being used for running Fantasy Football games, designing hi-fi loudspeakers, even designing pyramids. So the ability to import data is critical, and in this TurboCalc both hits and misses. On the plus side, TurboCalc can import from Excel, Lotus 1-2-3, and Procalc, the three most likely foreign spreadsheet formats users will want to deal with, and is far better than FinalCalc in this regard. On the down side, its text import functions are not so good. TurboCalc imports four variants on CSV (Comma Separated Values ), which take in many of the standard ASCII outputs from databases etc., but isn't all that flexible. I occasionally need to import huge lists of raw data produced by a piece of PC based test equipment, which none of the CSV loaders in TurboCalc will handle perfectly. FinalCalc has a truly excellent user - definable text importer which can load in pretty much anything.

With v4, TurboCalc is now able to compete on equal footing with FinalCalc. Some will swear by one, some will swear by the other. I find TurboCalc a real breeze to use compared to FinalCalc. Each have their own strengths, and in the final analysis, each package will suit different people. ■

**Andrew Korn**

## Animated graphs

**TurboCalc and FinalCalc are pretty similar in terms of features – often suspiciously so. FinalCalc introduced the idea of animated graphs, which are a great way of showing how data changes over time. Rather strangely, the graphs were output in a series of IFFs instead of an anim, which would have been easy to implement and saved users a lot of time. TurboCalc has introduced animated graphs itself, but bizarrely has the same omission.**



## TURBOCALC V4

A500 · A500+ · A600 · A1200 · A1500 · A2000 · A3000 · A4000

**system requirements:**
OS 2.0 and CD-ROM

**ease of use** .................... 91%
Online manual only but it's easy to use compared to most other spreadsheets.

**performance** .................... 86%
Generally very good but let down in one or two areas.

**value for money** .............. 92%
No printed manual, but half the price of opposition and there are special deals on upgrades.

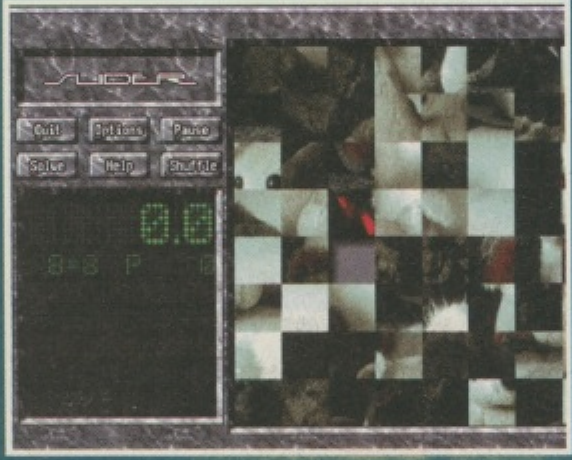
**OVERALL**
Real user-friendliness combined with real power.
**90%**

# PD Scene

**Two Worms clones, one Doom clone and an Orb slideshow. That'll do nicely, for a start, for Andrew Korn's journey into the 'scene'.**

## Sliders 2
### Puzzle game

This is a nice professionally produced version of a type of game I've always found tedious but some people like. In Sliders 2 you have a jumbled grid of squares with one space in it so that by sliding the squares about you can unjumble the grid. The presentation is high quality, with with lots of options including one to load your own graphics in to be jumbled up. If you are after a sliders type game, you should look at this.




**Available from:** Online PD, 1 The Cloisters, Halsall Lane, Formby, Liverpool L3 3PX. Tel: 01704 834335. Price: disk 75p plus 75p P+P.

**83 %**

## Orb Albums
### Slideshow



If you're an Orb fan and you like a bit of psychedelic art, this two-disk slideshow should be just your cup of herbal tea. What you get for your money is a string of pretty high quality scans of just about every album and single cover the Orb have ever released and a rather decent mod of one of their tracks which plays in the background. A relaxing experience.

**Available from:** Online PD,1 The Cloisters, Halsall Lane, Formby, Liverpool L3 3PX. Tel: 01704 834335. Price: £1.50 (two disks) plus 75p P+P.

**85 %**

## Shoemaker-Levy 9
### Slideshow



If your idea of fun is watching massive chunks of rock and ice hurtling at incredible speeds through space and then falling screaming into the atmosphere of a distant gas giant, tearing holes in its very atmosphere and staining the cloud-cover with dark, brooding wounds, then you'll probably enjoy this disk. When Shoemaker-Levy crashed into Jupiter in July of '94, the Hubble space telescope was busy taking snaps and here are some of the results in all their JPegged, 24-bit glory.

The images are all accessed via their Workbench icons, which is an effective if simplistic front end. The text files have to be loaded into your own file reader which seems a bit shoddy, but then they are pretty boring, so it's no great loss.

**Available from:** Online PD, 1 The Cloisters, Halsall Lane, Formby, Liverpool L3 3PX. Tel: 01704 834335. Price: disk 75p plus 75p P+P.

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## Beasties v2.9
### Worms game



Beasties is a simple kind of game in which you wander around various landscapes shooting at your opponents with rifles and bazookas, dropping dynamite on each other's heads and building bridges over obstacles. Sounds familiar? It is. You can even load custom Worms levels into it. PD versions of commercial games have been a regular of these pages for years. Someone thinks of a feature they wish the original game had, so they write their own version with that feature in. This one is like Worms only with a lot less features. Most Amiga gamers have probably got Worms by now and those who haven't can pick it up for a bargain price if they hunt about. It really isn't worth the small saving of buying the licenceware version of this game instead of the vastly superior original.

**Available from:** Arrow PD, PO Box 7 Dover, Kent CT1 4AP. Tel: 01304 832344. Price: Full version £3.99, demo version 75p plus 75p P+P.

**64 %**

## Vulcan
### Doom clone demo



'My doom clone engine is faster than yours' one-upmanship is dying off, but this game offers an interesting late entry. It's initially breathtaking. Stick it on a reasonably accelerated machine and you can enjoy an atmospheric background whizzing past at lightspeed. After a few moments you realise that it is actually a rather clever bodge. The background is identical wherever you look and you can only move forwards in straight lines – it isn't possible to bump into a wall, for example. The usual guns and monsters formula is there and there are a few barricades pasted on the screen to make it a bit more maze-like. However, there isn't a whole lot in it beyond those initial impressions. A decent PD blast, but more Zombie Apocalypse than AB3D.




**Available from:**
Online PD, 1 The Cloisters, Halsall Lane, Formby, Liverpool L3 3PX. Tel: 01704 834335. Price: disk 75p plus 75p P+P.

**83 %**

## Ingenuous
### Adventure



From the moment this game starts you know you are in the presence of something truly dire. Your character, a fat mud-encrusted half-Womble, half-slug hybrid life form, waddles across the screen like a penguin with a club foot. You are, allegedly, a prisoner in a high security prison from which you must escape. But it's all so simple. The guards just warn you off politely when you hit them and doors are never locked. The prisoner in the cell next door has a security pass and a bloke down the corridor has a gun he doesn't mind giving you because you once talked to a mate of his.

It took me only 10 minutes to complete. At least the puzzles make sense, a rarity even in commercial games. Not without comedy value but puzzle solvers should give it a wide berth.




**Available from:**
Online PD,1 The Cloisters, Halsall Lane, Formby, Liverpool L3 3PX. Tel: 01704 834 335. Price: disk 75p plus 75p P+P.

**50 %**

Demo of the Month

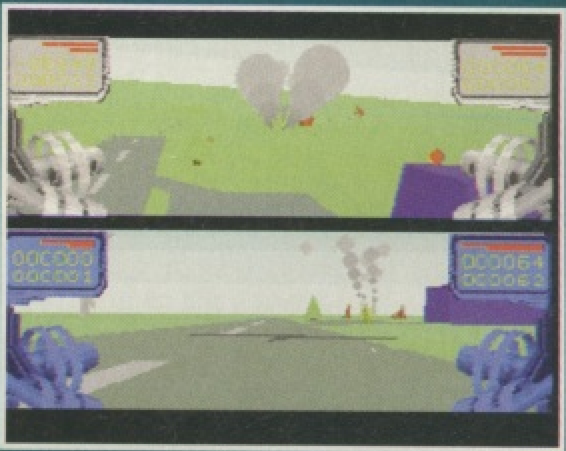
## Microlyte Warrior
### Flightsim plus



There hasn't been a decent flight sim on the Amiga for ages but it looks like the wait may have been worth it. If you like the notion of whizzing about in a bi-plane shooting your foes out of the sky, pick up this version before it becomes a commercial release!
Not only do you get a flight sim which displays light-sourced objects, animated backgrounds and graduated horizons fast enough to be flawlessly smooth on a decent 030, but you can play multiplayer through a serial connection or split screen.

Stephen Birch, the author, promises the final game will have a strong tactical element, the opponents battling each other not only for supremacy of the sky but also of the ground, where mines, roads and oil rigs can be built to allow the upgrading of your aircraft.

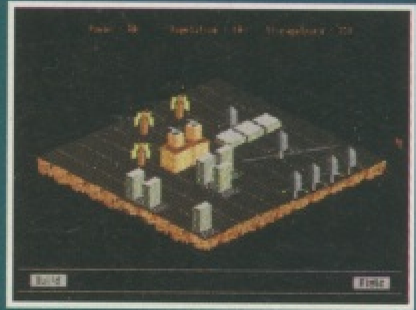
If the final game is half as good as it sounds, it'll be a blinder. Even in its present state, you can still attempt that sneaky Immelman turn which takes you through the rotating blades of the windmill and onto your opponent's tail while you watch in satisfaction as he sees what you are doing on your half of the split screen!



**Available from:**
Online PD,1 The Cloisters, Halsall Lane, Formby, Liverpool L3 3PX. Tel: 01704 834335. Price: disk 75p plus 75 P+P.

**91 %**

## Total Domination
### Game



Total Domination is just a little reminiscent of an old game called K240. The idea is to challenge your rivals for domination of an asteroid belt. You can build various structures on your asteroid, and eventually build your own ships and missiles to seek out new asteroids to colonise and new civilisations to destroy. The presentation is reasonable for a PD game but nothing spectacular. The gameplay is slow and a little lacking in variation, but will amuse bored God game fans for a little while. Unfortunately the full version is licence-ware and the £5 charge places it in competition with some pretty decent old commercial titles like Powermonger or Genesia which you can often pick up for a similar price on budget labels these days.

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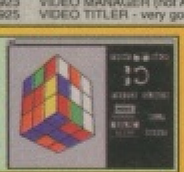
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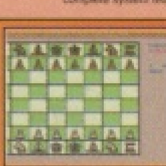




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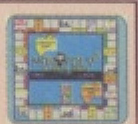


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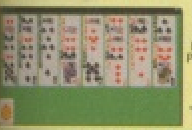


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| U567 | TEXT-PLUS V4.0 pro requires HD & 2meg |
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| X24 | SABRINA SPECIAL |
| X25 | DIE FILKINGER |
| X26 | MADONA EARLY DAY |
| X28 | KATHY LLOYD |
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| X32 | MAY FAIR |
| X33 | UTOPIA (4 DISK) |
| X45 | GIRLS OF SPORT |
| X49 | PAGE 3 GIRL |
| X70 | GON GON GIRL |
| X71 | TINA SMALLhot |
| X91 | CINDY CALENDAR 95 |
| X96 | HOT BABE 1 |
| X97 | HOT BABE 2 |
| X98 | HOT BABE 3 |
| X99 | HOT BABE 4 |
| X100 | HOT BABE 5 |
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# PD Utilities

**Nostrodamus predictions: fact or fiction? Whatever your opinion on that matter, he never predicted that he'd end up on the public domain pages of CU Amiga Magazine. Andrew Korn is your host to this month's selection of value utilities.**

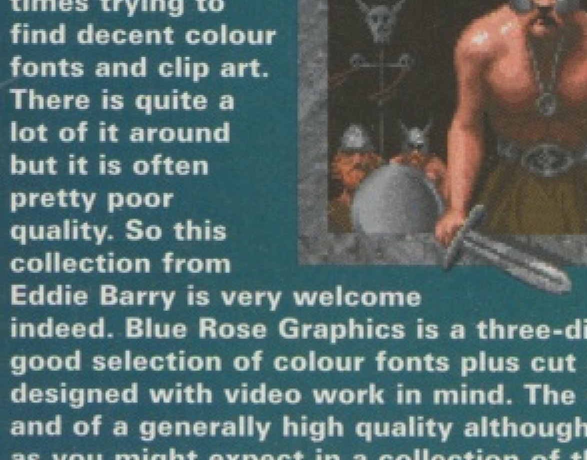
## Blue Rose Graphics Collection

### Fonts and clip art



It can be a real problem sometimes trying to find decent colour fonts and clip art. There is quite a lot of it around but it is often pretty poor quality. So this collection from Eddie Barry is very welcome indeed. Blue Rose Graphics is a three-disk set and has a good selection of colour fonts plus cut and paste fonts designed with video work in mind. The clip art is varied and of a generally high quality although limited in range, as you might expect in a collection of this size. There is a selection of backgrounds which are all in 64 colour overscan and all miraculously look like they might actually have some use. You probably don't want to hear about the Christmassy theme to the disks at this time of year, so be warned not to get this collection if you are still filled with the spirit of humbug. No harm in planning ahead though.

The first disk of the collection is a self booting slideshow guide to what is on the rest of the disk, which is a nice touch particularly when it comes to picking the right font. A collection on CD would give you far bigger range, but you'd be unlikely to find one with such high standards as this.



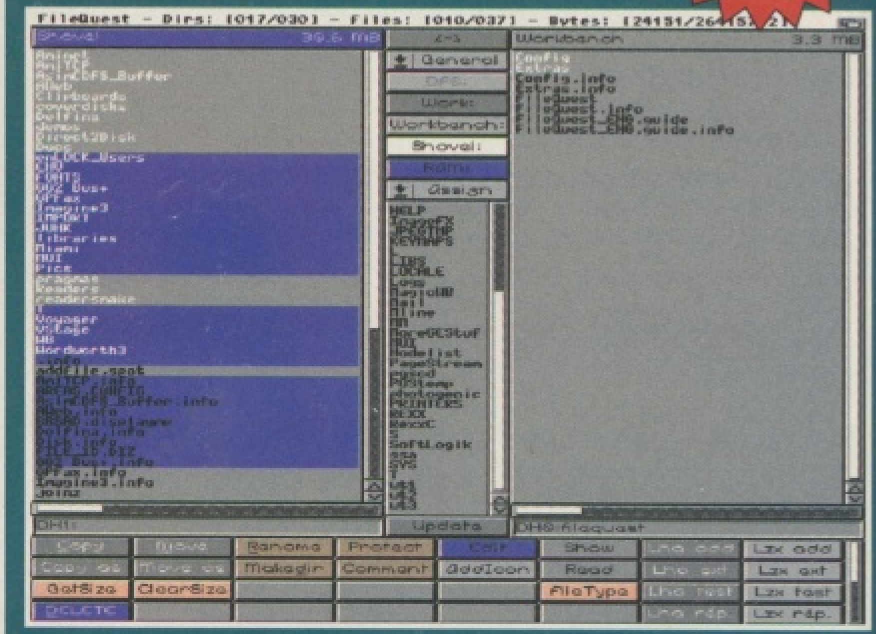

**Available from: Eddie Barry, 14 Tudor Brae, Donaghcloney, Craigavon, Co. Armagh BT66 7LF. Price: £4 including P+P.**

**86 %**

## Filequest

### Directory utility

Utility of the Month



Doguet Emmanuel's challenge to Opus' supremacy of the directory utility market looks a very strong one. Some people think that the Opus programs took a wrong turn with v5 and Doguet is one of them. His program is based around the old twin directory list layout of Opus 4 and SID.

Although very similar to Opus 4, there are some differences and on the whole they are positive. Filequest is faster in handling directories and performing operations like moving or copying files than Opus. It is also more proficient at handling filetypes. Use of the BGui. library gives it an efficient and flexible front end and the whole thing is highly configurable.

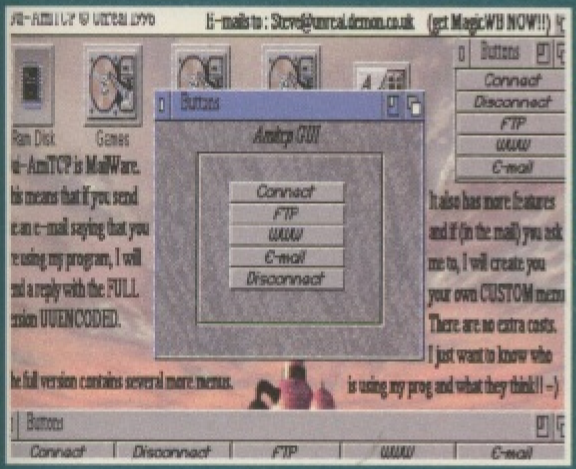
The shareware registration fee of 100 Francs gets you a slightly updated version and a keyfile to disable the shareware nagger which comes up fairly regularly. It also gets you future updates and keeps M. Emmanuel interested in developing a piece of software which is a few small updates short of brilliant.

**Available from: Online PD, 1 The Cloisters, Halsall Lane, Formby, Liverpool L3 3PX. Tel: 01704 834335 Price: disk 75p plus 75p P+P.**

**88 %**

## Vark14
### Utilities selection

Vark is back with another disk packed with archived utilities. There is a Trekkie feel to this one with a Klingon accent installer for the built-in speech handler which comes with a complete text of Hamlet in Klingon to test it out and a Workbench hack which shows stars streaking past at a speed controlled by a 'warpspeed' tooltype. The author of this masterpiece informs us that warp 9 is 1516 times the speed of light, but that warp 10 is impossible!
There is a pretty decent MUI based HTML page creator, a GUI for AmiTCP, a library which decodes expansion board IDs, a rather good diagnostics program, assorted ANSI graphics utilities and a selection of other goodies. Vark's disks resemble a lucky dip, but they are always worth dipping in to.




**Available from: Roberta Smith PD. 190 Falloden Way, Hampstead Garden Suburb, London NW11 6JE. Tel: 0181 4551626 Price: 90p plus 50p P+P.**

**87 %**

## The third dimension #26
### Disk magazine

The third dimension is a disk magazine all about 3D and virtual reality applications. Although it appears to have covered Imagine in the past, the main thrust appears to be in the more realtime realms of virtual reality. Tutorials and discussions for the now rather ageing 3D Construction Kit, (on Amiga, PC and ST) make up the main body. The magazine seems to have quite a following; an inordinate amount of it seems to be given over to contributors credits and the letters page is pretty busy. The fact that it has reached issue 26 is some indication of its popularity.

If you think that a magazine about 3D Construction Kit is living in the past, you should see the design, which belongs to the blue and orange era of Workbench 1.3. Even so, it has a straightforward enough front end, and the look suits the informal tone and community atmosphere.

The main tutorial topic in this issue is about constructing a flight sim, and comes with a directory full of coder's resources to help out.

There is also a project to create a multi-author theme-park environment, the idea being that anyone can code their own ride and add it on. If you are into 3DCK you'll probably love this magazine.

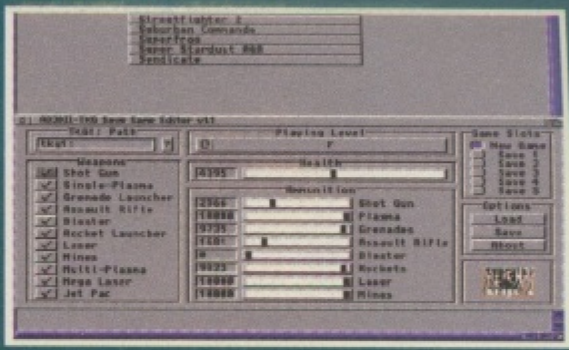


**Available from: Roberta Smith PD, 190 Falloden Way, Hampstead Garden Suburb, London NW11 6JE. Tel: 0181 455 1626 Price: 90p plus 50p P+P.**

**81 %**

## GamesBlaster
### Hints and cheats database

Disks full of game cheats and hints have been knocking about for a while but few have the kind of depth of coverage that this one has. Stuart Beatty has released this disk as infoware, which means that if you use a copy of it you have to send him a postcard with a game cheat on it for him to include in his next update.



The cheats are all listed in a useful AmigaGuide format; just look for the game that is troubling you in the alphabetical index and you are bound to find a tip to get you on your way. If you check out Alien Breed 3D2 you are in for an extra treat – there's a saved games editor which will get you through to the end like no tip ever could.

The thing that impressed me most about this disk is the wonderful bonus file. You'll only find it if you look for it, because it has no icon. It's called 'Steamed Trout' and is indeed a recipe for steamed trout. More hidden recipes on PD disks, please.

**Available from: Online PD, 1 The Cloisters, Halsall Lane, Formby, Liverpool L3 3PX. Tel: 01704 834335 Price: disk 75p plus 75p P+P.**

**83 %**

## Nostrodamus
### Disk encylopaedia



From the moment this disk boots up you know you are witnessing something awful. An abysmal title page pops up with what I assume is meant to be Nostrodamus but is clearly a Portuguese barman in an M&S nylon shirt. This glorious title sequence is accompanied by a piece of flamenco music, which would hardly be appropriate even if it was any good. Then we get to the meat, a huge 18k of AmigaGuide files covering 101 of Nostrodamus' predictions. Only of course they aren't actually his predictions, they are 'translations' of his predictions.

Translations of Nostrodamus are usually pretty dodgy, making pretty liberal interpretations of the original French. Nostrodamus wrote in a deliberately obtuse language – presumably because he was, in fact, not writing predictions but political satire, which was a dangerous occupation at the time. This makes it very easy to interpret any way you like, but I would really love to know the original French which this compiler translates as '... a cluster orbital nuclear fire weapon for light atmosphere ignition', and it's hard to give much credence to the prediction that the allies will reconquer Spain from the Chinese in March of 1996. As a bonus there is a pointless number slider game.

The only value in this disk is the amusement of seeing anything this bad. Cut out the middlemen and buy a blank disk instead.

**Available from: Classic Amiga Software, 11 Deansgate, Radcliffe, Manchester M26 9YJ. Tel: 0161 723 1638. Price: £1 plus 70 P+P.**

**09 %**

# CD-ROM Scene

**You can get anything on CD these days, honest. Andrew Korn has the proof here.**

## Card Games



Until reviewing this disk I had never played Klondike before. After trying it out I feel no temptation to change my habits. Klondike is, for all its popularity, a pretty basic patience game and in this it is inferior to any number of much smaller, more Workbench friendly options. The reason behind its popularity is the presentation – lots of colour and music and most importantly, interchangeable cardsets.

When I'm playing a card game, the most important thing about the cardset to me is that the cards should be immediately identifiable, which Klondike card sets often aren't. The emphasis is on the illustration, which seems to be an unnecessary dilution of the core purpose of a card game. I don't like to look for the little number and symbol tucked in the corner of the card, and if I want to see a picture of a Hawaiian beach, I'll get a postcard. But the popularity of alternative cardsets is amply testified to by the huge Public Domain selection collected here. There are around 250 of them, almost all cartoons, science fiction TV shows or politically incorrect pictures of women.

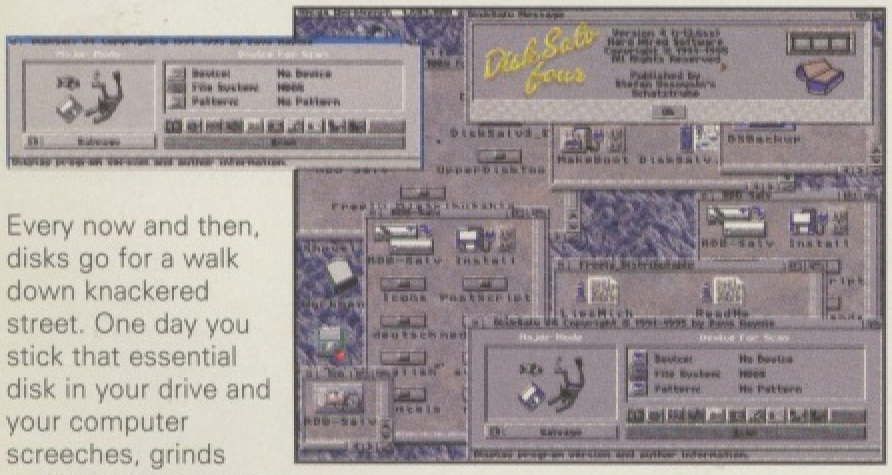
Despite this, all the ones I looked at were pretty well made, the Sandman deck based on Dave McKean's cover art particularly impressed me. The detail you can get into 88 by 130 pixel images is surprising.

There is an archived collection of other games on the disk which despite the name of the CD are mostly not card games. There are lots of Chess programs including the excellent Uchess, about a million mastermind type games, and a fair assortment of Othellos, GOs, MahJongs etc. I even found a bridge programme which works, and a half decent Monopoly game. A little user friendliness would have been good – a text file telling you how to unarchive from CLI is a little poor, but you should find enough here to keep yourself amused on a rainy day.

**Available from: PD Soft, 217-219 Hamstel Road, Southend on Sea, Essex SS2 4LB. Tel: 01702 300441/306060. Price: £14.99 plus 75p P+P.**

**80 %**

## Amiga Repair Kit



Every now and then, disks go for a walk down knackered street. One day you stick that essential disk in your drive and your computer screeches, grinds and spits it back out in disgust. If you remembered to back up, you'll be OK, otherwise it's a job for Amiga Repair Kit.

The main attraction of ARK is Disksalv4, which is an extremely powerful disk repair utility written by David Haynie, an original Commodore systems engineer who worked on the old C128. Disksalv has been around in one form or another for almost as long as there have been Amigas. Versions prior to v3 were shareware but its latest incarnation is a lot more powerful than those. There are now many more options for file recovery and things like undeleting and unformatting than in the old shareware versions, muscling in on the traditional territory of programmes like QuarterBack tools.

Also on the disc are RDB-Salv1.1 and DSBackup which are Rigid Disk Block backup utilities; Upper Disk Tools, which has a very unusual file recovery program that treats damaged volumes as files in a virtual 'recovery:' device and a small and not particularly interesting selection of freely distributables.

The odd thing about this disc is that it looks like shovelware despite the fact that the disc has only 28Mb on it. Disksalv4 is accompanied by Disksalves 3 and 2 and although there is about 3Mb of Disksalves on the CD your final HD install is just 400k. RDB-Salv is 11Mb, 95% of which is documentation which is a pretty large chunk of that 28Mb even if it hadn't been put on the CD twice, and the freely distributable directory is small and uninspired.

This is not a cheap disc, and you don't get a lot of Mb for your money. Having said that, in Upper Disk Tools and Disksalv you have two very powerful pieces of software. If this was a bit cheaper or had a decent range of supplementary PD, I would recommend it. In this present package I would look for the software elsewhere.

**Available from: Weird Science, 1 Rowlandson Close, Leicester, Leicestershire LE4 2SE. Tel: 0116 234 0682. Price £49.95 plus £1 P+P.**

**71 %**

## Euro CD





Unsurprisingly, given the name, this CD is aimed squarely at the Amiga Euro scene. Which means all the software is so hacky it will crash your system, and the documentation is all in German or Italian.

Well OK then, not all of it. You will come across the odd program without English documentation, but English is pretty much the lingua franca, and if you can't excuse the odd Dutchman whose English is less than perfect then you don't deserve this disc anyway.

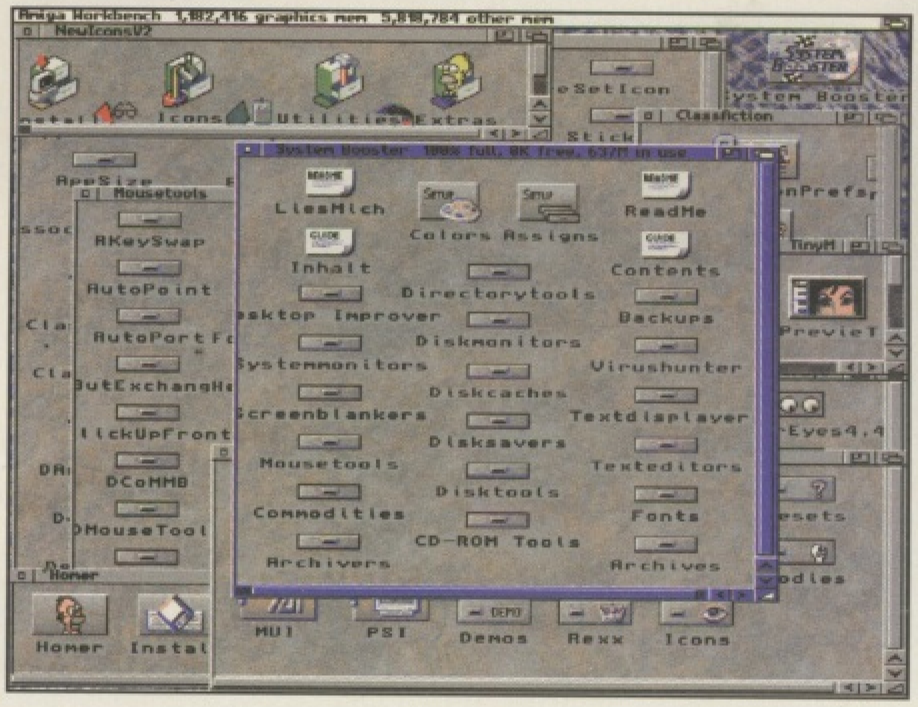
The idea behind this disc is to present the work of Amiga artists, musicians and programmers from around Europe. There are a hundred-odd Mbs of pictures, including some really impressive work, dozens of games, masses of modules and a few hours worth of demo and animation viewing. There is an assortment of utilities, some shareware, some commercial demos, including a couple of webpage makers, an IFF to EPS converter, a demo version of Cinema4D and hundreds of smaller tools but if you want utilities you are better off looking elsewhere.

If it is graphics, demos and music you are after, you will be better served. The demos run from disc, which is nice, although be warned the combination of system crashes and boring demos which cling limpet -like to your system resources and refuse to go away will mean plenty of reboots as you work your way through the demos directory. Compared to any other way of trying out this many demos however, it is relatively painless. The pictures and mods all similarly play direct from disc, the appropriate viewers/players set up on the CD to allow everything to be viewed direct from their Workbench Icons. If all that Euro-scene 'my workbench is bigger than yours' stuff irritates you, you'll hate disc. If you're willing to put up with it to see lots of great art and demos, you'll love it.

**Available from:**
**Weird Science,**
**1 Rowlandson Close,**
**Leicester, Leicestershire**
**LE4 2SE.**
**Tel: 0116 234 0682.**
**Price £11.99 plus £1 P+P.**

**88 %**

## System Booster




This disc contains somewhere in the region of 2,000 assorted programs for improving your system. There are no games, no demos, no graphics files, no mods, just pure, 100% utilities. There is everything from improved monitor drivers (handle with care) through middle mouse button commodities to caching software.

As good as the bog standard Workbench has become with WB3, there is work to be done, and the beauty of the Amiga is there is always someone willing to do it and make it available as PD, saving you the wait for the next KS/WB update from whoever does eventually buy out the Amiga. System Booster is a huge compilation of these programs.

Some of the programs are cosmetic such as improvements like NewIcons, an ingenious replacement icon system which works happily alongside icons with entirely different palettes. It's time to ditch the old four-colour standard and this is a very good way forwards.

There is also plenty to improve the working of your computer. There is a directory packed with replacement AmigaDOS commands, a large collection of fonts, drivers to cover everything from Wacom graphics pads to Epson Flatbed scanners, and more schedulers, disc backup utilities, ARexx scripts, system patches and text editors than is entirely decent.

There is a fair amount of software which isn't the latest release – MUI is there in version 3.3, VirusZ in V1.3 and so on, but that isn't really the point of the CD. If you want up-to-date, get the latest Aminet collection or download the software yourself. This disc is about giving you everything. Pretty much any little tweak or utility you are after can be found here complete with AmigaGuide documentation.

How useful this collection is to you depends a little on how technical you are. Anyone who is prepared to read the instructions will find enough on this disc to give their system a real boost, but the more technical you are the more you will get out of it. If you are proficient with a soldering iron, there are even instructions for putting a 1200 in a tower case, making a PC keyboard connector and more.

**Available from: Weird Science, 1 Rowlandson Close, Leicester, Leicestershire LE4 2SE.**
**Tel: 0116 234 0682.**
**Price £49.95 plus £1 P+P.**

**92 %**

## Women of the Web

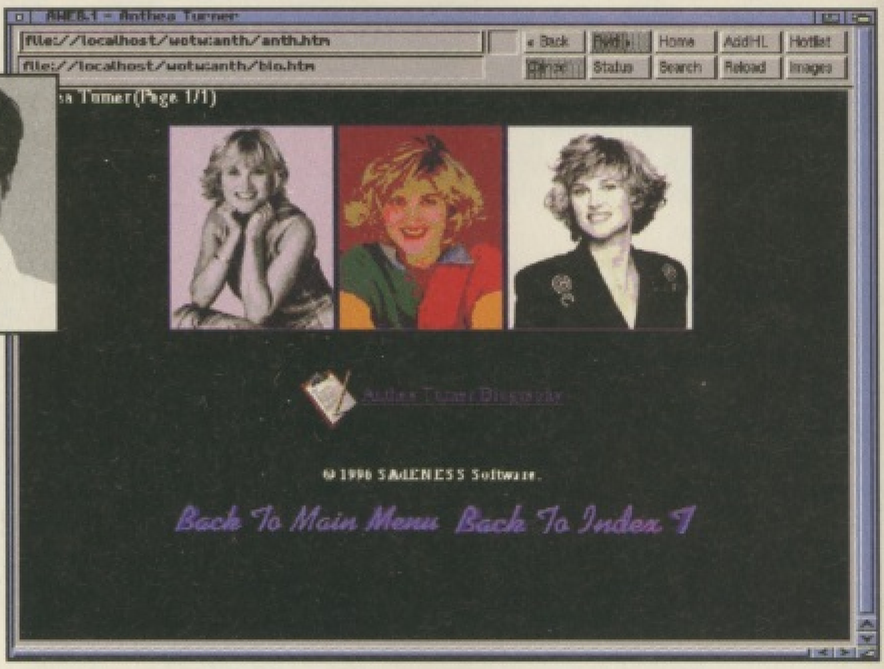
Women of the Web, the appropriately named Sadeness Software inform us, is an 'Interactive Multimedia Encyclopedia of Female Celebrities'. They go on to inform us that this is NOT an adult title, and that not one nude picture can be found on this CD. Once you open the jewel case though you find a cheeky upgrade card which you can send off with a tenner to 'upgrade' to the uncut 18 certificate version.

What the 'of the Web' bit in the title means is that the data is presented in HTML, and you will find a copy of AWeb on the disc so that you can run WOTW without installation. Well in theory, anyway. In practice this means serious interlace flicker, as the on-disc AWeb faults to a PAL interlace display, and the only way of changing the display mode is to install AWeb to your hard drive. Fortunately Sadeness have put an installer on the disc. However, AWeb doesn't handle ANIMGifs, which the disc has plenty of. Using IBrowse makes the presentation much better.

Once you get your browser sorted out and find your way into the index, you are faced with a simple but effective title page with an A-Z of index links. Selecting a link takes you to a list of women whose names start with that letter, each one accompanied with a little mug-shot. Select the name or mug-shot and you get to a variable number of pages covering the woman in question, these pages consisting of a few small, often rather low quality JPEGs and very occasionally a brief biography where you can learn useful things like favourite colours and pop stars.



It is a bit hard to see exactly what the point of all this is. There's not enough here to appeal to the baser instincts, you can't stick it on your bedroom wall, and despite the multimedia encyclopedia tag, there is little by way of encyclopedic information beyond the photos and the odd short movie clip or sample. The disc is like a compilation of hundreds of those obsessive fan Websites that every major media star seems to have - but obsessives by definition are interested in only a few people, not this many. I guess this disc must be for indecisive obsessives; the suggestion around the office is that this is a kind of mail-order catalogue for stalkers. If you really want this sort of thing, buy a copy of Loaded - the pictures are higher resolution. Alternatively, go out and get some fresh air.




**Available from: Sadeness Software, 13 Russell Terrace, Mundesley, Norfolk NR11 8LJ. Tel: 01263 722169 Price £24.95 including P+P.**

**46%**

## 3000 JPEG Textures




Last month I reviewed Weird Science's Multimedia Backdrops CD collection. This one has 3,000 assorted backdrops and textures, including most all of the images on the last disc.

The texture images on this disc vary significantly. Some are full screen backdrops, whilst others are tessellating tile patterns ideal for background decoration on your Workbench or on HTML pages as well as the titular use as texture maps for rendering more realistic objects.

The choice of JPEG format is one some may object to, as images will have to be converted into IFFs for many Amiga applications. Personally I think it is very sensible. A filetype converter or a graphics package with a decent range of loaders such as ImageFX or PPaint will happily turn those JPEGs into IFFs of whatever colour depth you choose, or into GIFs for faster web pages, and the advantage in file size compactness means you get a lot more data for your money.

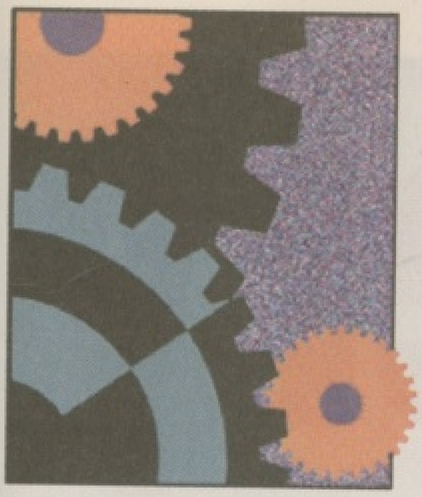
Using the disc is pretty straightforward if you use a file manager or can get by in CLI, but try opening it on Workbench and you'll get nowhere. It's not a big point, but there's enough space on the disc for at least a little file viewer utility. The images are all reproduced in thumbnails, which is pretty essential if you want to find what you want but don't have a year to waste looking.

There are a limited number of textures in this world. The up side is that this disc has most of them; the down side is that so do a lot of other discs. If you have any other texture discs, you'll find a lot of repetition. The Imagine PD3D CD reviewed last month had about a quarter of the textures on this disc in IFF24 format, for example. But if you are short of texture files and looking for a full disc, this is a very good collection.

**Available from: Weird Science, 1 Rowlandson Close, Leicester, Leicestershire LE4 2SE. Tel: 0116 234 0682 Price £14.99 plus £1 P+P.**

**86%**

# Amiga Workshop

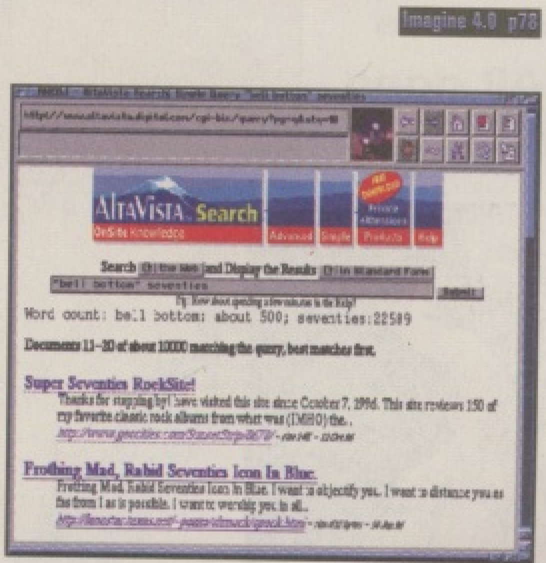


**The best excuse for reading a magazine backwards, Amiga Workshop is here with more top tutorials.**





Imagine 4.0 p78




Wired World p84

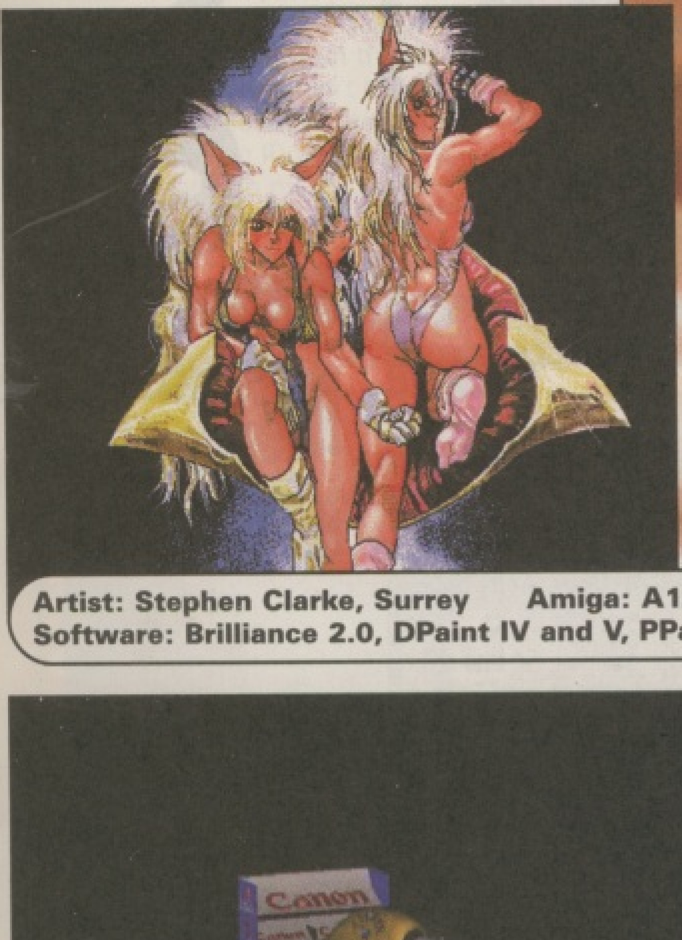



Masterclass p96

## Feedback

# Art Gallery

**Art imitates life or life imitates art? Whatever side of the fence you're on concerning that debate, here are some great pictures. All done on the Amiga too.**

**Artist: Stephen Clarke, Surrey Amiga: A1200**
**Software: Brilliance 2.0, DPaint IV and V, PPaint V6.3 and ImageFX**




**Artist: Carl Thomas, West Wales Amiga: A1200**
**Software: Imagine 3.0, DPaint V and ImageStudio**




**Artist: Duncan Styles, Kent Amiga: A1200**
**Software: LightWave**




Artist: David de Costa, Australia Amiga: A1200
Software: LightWave 3.5, ADPro, Macropaint



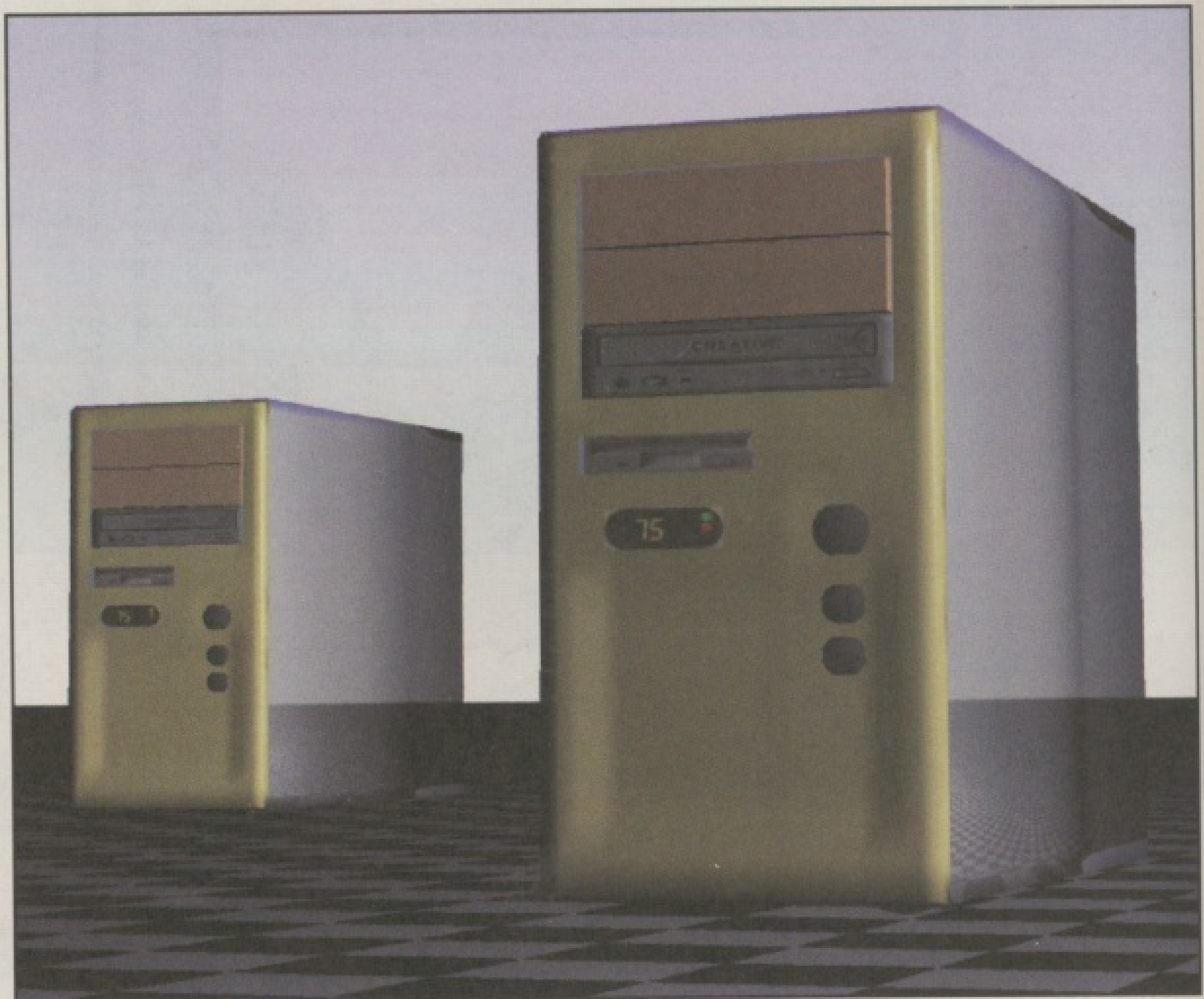
Artist: Duncan Styles, Kent Amiga: A1200
Software: LightWave



Artist: Carl Thomas, West Wales Amiga: A1200
Software: Imagine 3.0, DPaint V and ImageStudio

# Imagine 4.0

**PART 2** **More lumps and bumps are forged and lovingly manipulated into many realistic-looking objects with a little help from Imagine 4, of course.**



▲ And today's lesson is how to create a PC style mini tower case. Just to remind ourselves what inferior technology looks like.

Surface attributes define the appearance of an object, by giving the impression of a particular material or finish. However, let's look at how most image rendering programs can go a stage further to aid realism by means of 'textures'. A texture is usually applied to an object or surface and can achieve two things: first of all, it can alter the surface appearance of an object, and secondly it can alter the shape. For example, think of an orange: the colour is obviously orange but the surface is covered in tiny dimples. It's possible to spend months adding these tiny dimples to a sphere but a texture will greatly simplify this process. By wrapping an image of dots around the sphere and defining it to be a 'bumpmap', the sphere will appear dimpled when rendered. **(see pic 1)**

## Two to choose from

There are two main types of texture, and which you can use depends on your rendering program. These two methods are procedural and brushmaps. A procedural texture is a special mathematical formula which is applied to the surface of an object. For example, Imagine has a procedural texture called 'bumpnoize' and this texture alters the appearance of an object, making it appear bumpy. Like all textures, it doesn't actually change the shape of the object, only its appearance.

The other type of texture is a brushmap, on the Amiga that usually means an IFF image, such as a drawing saved by Personal Paint or a digitised frame of video created by ProGrab. The IFF is loaded by the rendering program and applied to the surface of the object. Both types of texture can be classified as belonging to one or more of the following categories:

### Colour brushmap

This type of texture applies a pattern or an IFF image to an object, as though painting it. It can be used to apply details to an object, or just to make it more interesting. For example, the Imagine Agate texture will give an object an instant wonderful marble texture which will add life to any object.

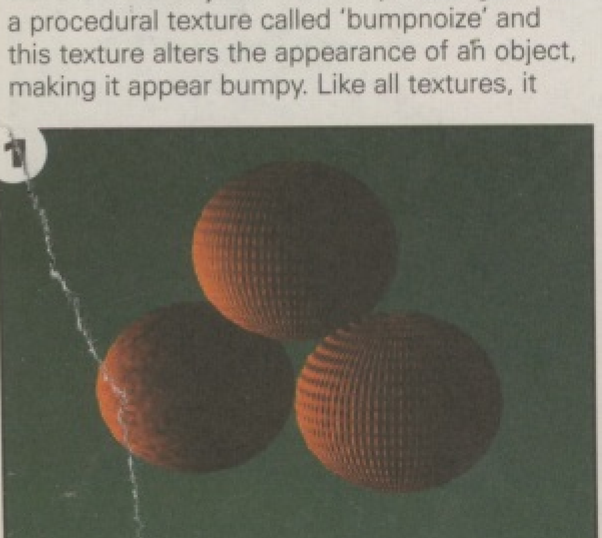
### Bump or altitude map

This texture makes the surface of the object appear to pop out or indent. The dimples on an orange object are a good example. A special IFF image is created consisting of dots on a plain background. Where there is a dot, the rendering program causes a dimple to appear.

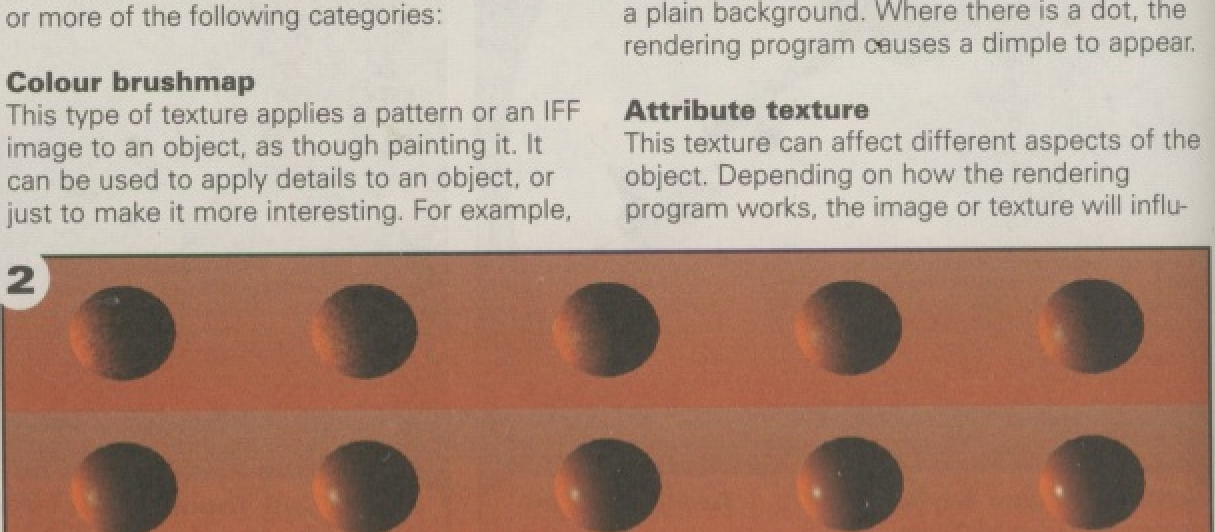
### Attribute texture

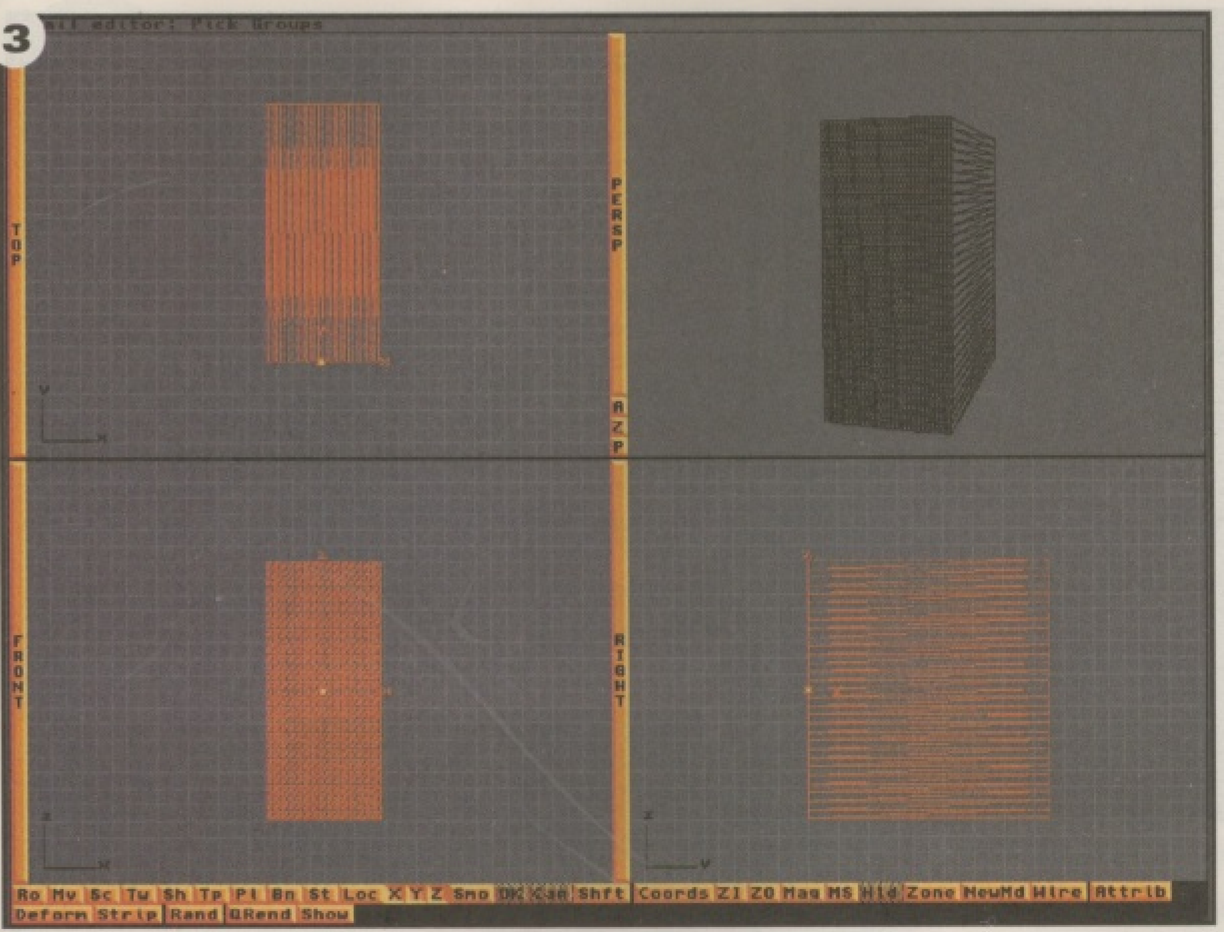
This texture can affect different aspects of the object. Depending on how the rendering program works, the image or texture will influ-

1



2





ence the final appearance of the reflectivity, specularity, transparency or any other attribute.

Some rendering programs can morph between states: in an animation, an object can start with one texture and change to a second over time. A sphere could start off as smooth as glass and turn into a dimpled orange. **(see pic 2)**

A brushmap is often used as a decal, rather than simply a way of applying a texture. For example, if you are building an aeroplane object, you will probably want to add national markings, or even windows and company names. Instead of trying to create detailed 3D objects, draw (or scan) a suitable image and make it into a brush map. Apply the map to the object and you've saved yourself hours of work.

You can apply several maps at once to the same object and this can be used to give the impression of extra detail. Applying a brushmap of a window to a plane might look very flat and unrealistic. The same brushmap (or a slightly different one) could be re-applied as a bumpmap. The result is that the windows will all appear to have an extra depth.

It's also important how you go about applying a brushmap. If the object is curved or spherical, you need to inform the rendering program so it can make allowances. A good example is wrapping a scan of an atlas around a sphere to make a globe: you must make sure that it's wrapped in both X and Y directions to achieve the desired effect. On the other hand, the label of a baked bean can is wrapped in only one direction.

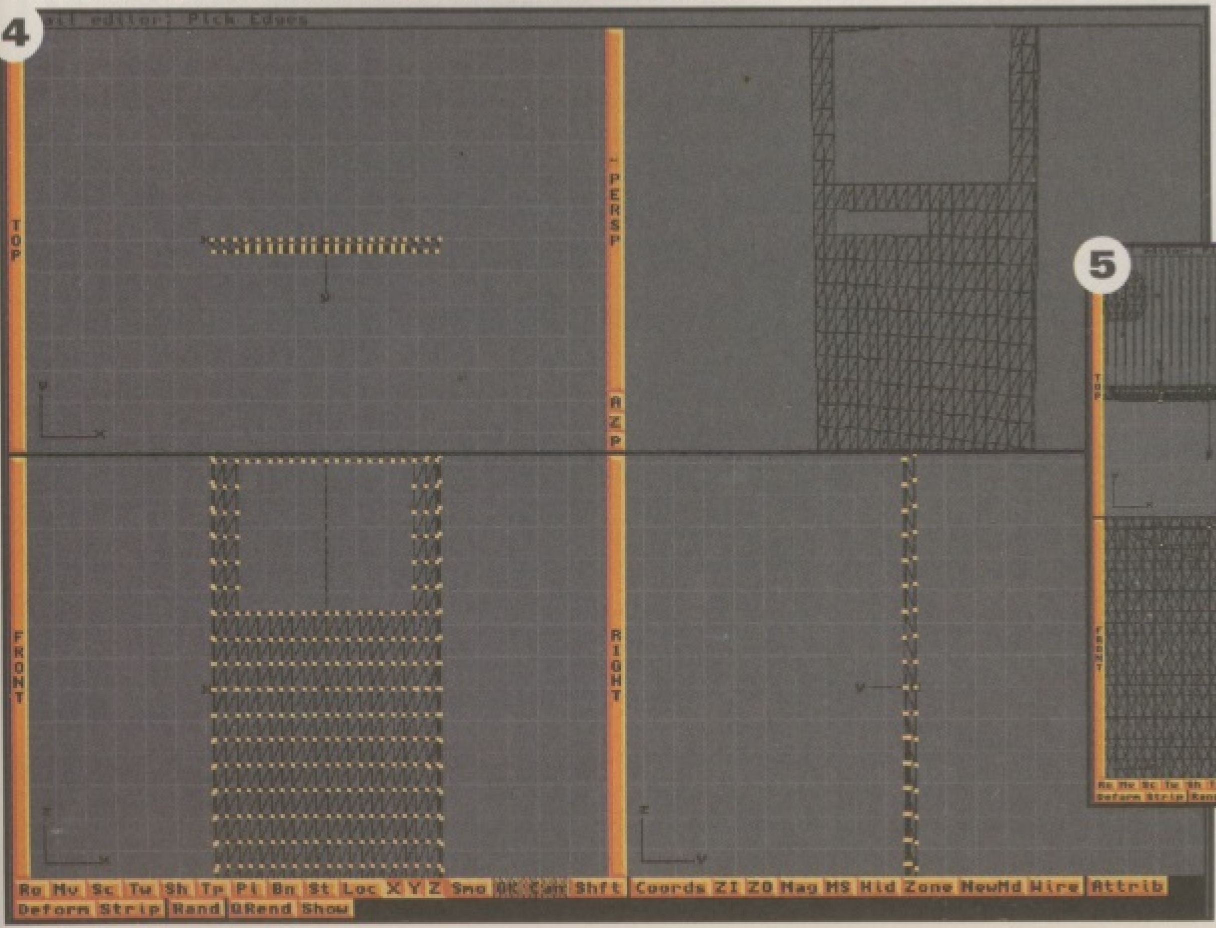
Procedural textures have the advantage that they animate well – in fact, some can animate all by themselves by altering some set-up values between start and end frames. Procedural textures are also generated 'on the fly' and will always contain the same amount of detail no matter the resolution of the final image. As seen in this tutorial's PC project, a brushmap can quickly become too 'blocky' when used close up. Worse, when animated there can sometimes be a shimmer due to dithering effects. Unlike Brushmaps, procedural textures take up little memory. Brushmaps do however have the advantage of speed: they are usually quicker to render than procedural textures.

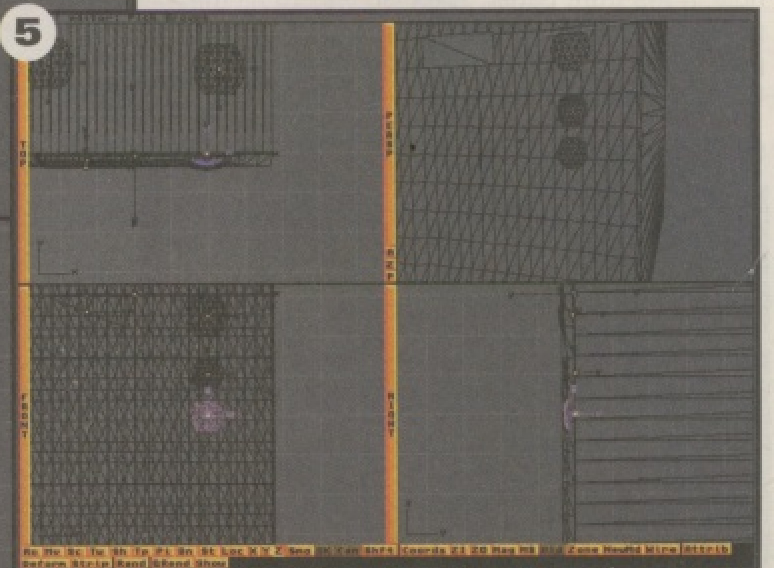
Brushmaps can also be animated. For example, a series of frames from an animation (or grabs from video created with ProGrab or VideoMaster) can be applied one frame at a time to an object in a scene. The object could be a television screen, or something more complicated such as a human head. As the rendered animation is created, the different frames are applied one after the other.

## Build your own PC

Although Imagine allows objects to be constructed from primitive shapes, such as planes, cones or spheres, this is far from the only way to create models. Every Imagine object (expect CSG sphere) is composed of various faces which are triangles constructed from three edges, drawn between three points. Imagine allows each point, edge and face to be dealt with individually and this is how it's possible to build accurate and realistic models. To illustrate we going to create an object (a mini-tower PC case) dealing with it on a point-by-point basis.

The first step in creating the PC object is to define a large box which forms the main component of the computer. This is easily done by defining a single plane of suitable dimensions, and then use the Mold/Extrude tool to give it depth. This creates a three dimensional shape from our flat plane and it's the easiest way to create cubes and other solid shapes. To keep smoothing of the edges to a minimum, I've used a plane with a large number of sections as this produces a realistic curved effect at

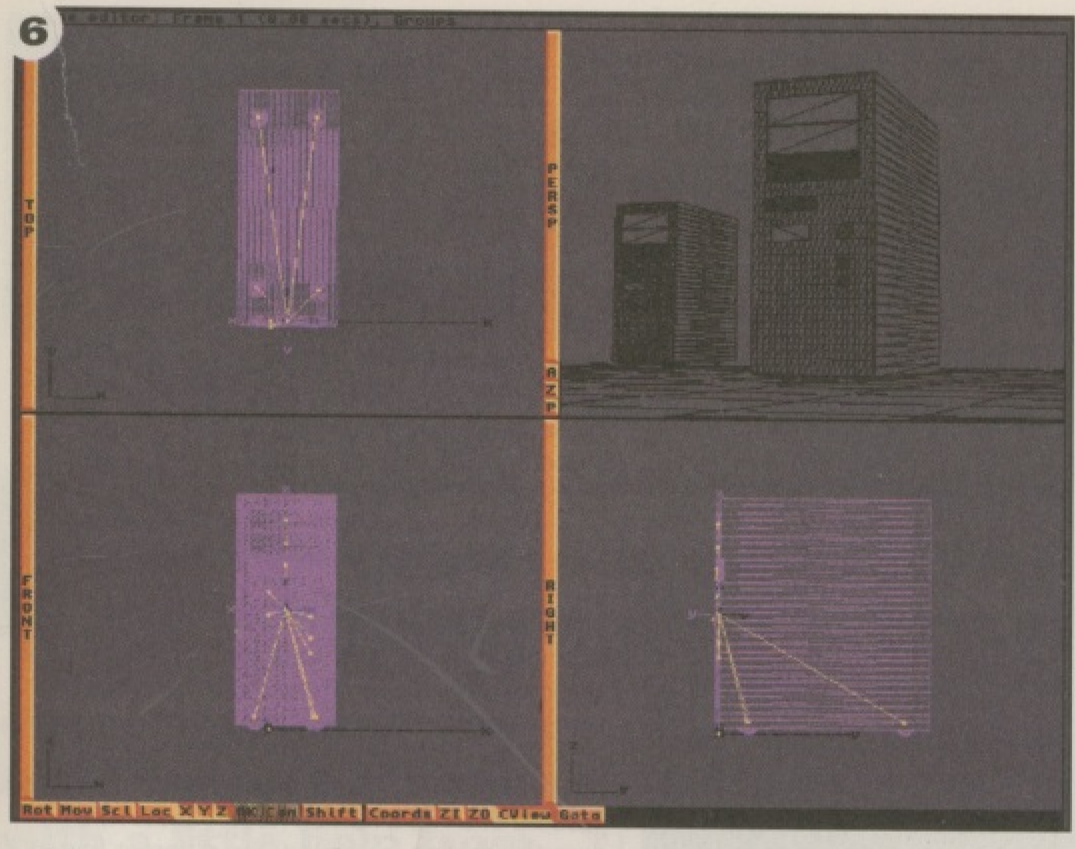




▲ **The most important part of our object is the front panel. In pic 4 and 5 we are adding some more detail to it to make it look more realistic. In pic 4 Phong shading creates a more curved surface for the casing while in pic 5 the buttons are given a final polish in ray trace mode.**

Continued overleaf ▶▶▶

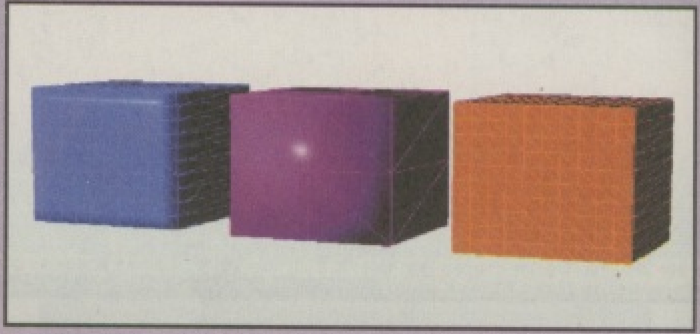
6



## Who made that phong?

**Phong shading is an important attribute in Imagine, and one which is often overlooked. When an object has the Phong shading attribute switched on, Imagine effectively smoothes any hard edges. This is great for creating a realistic-looking sphere but ruins your chances rendering a crisp cube. The bottom line is to remember to use Phong shading only when you want a smoothing effect.**

**There's slightly more to it than that though. If you create a cube from a plane with ten sections , then the smoothly effect will be more subtle than if you used a similarly sized cube made with only two sections. In fact, as you can see from the image below, the two sectioned cube starts to look very strange indeed.**



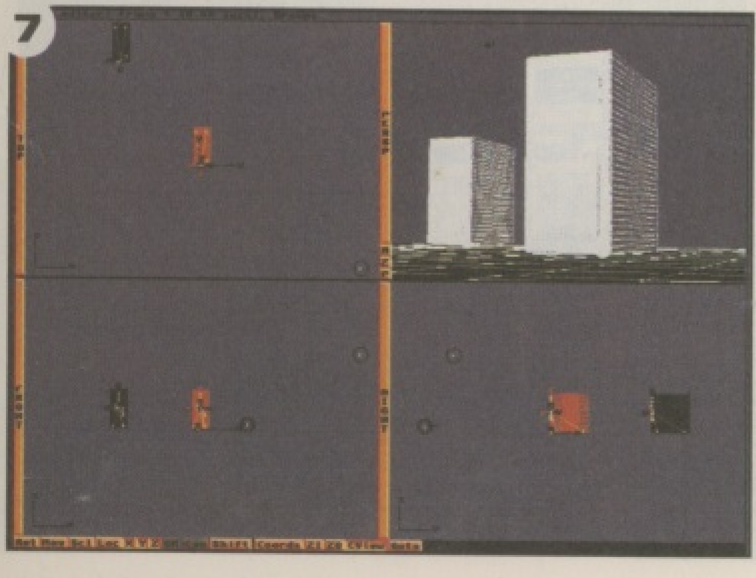
the edges. Not very exciting but it's not meant to be. The colour is a typical beige and so far I have yet to apply any texture. **(see pic 3)**

## Putting up a front

The most important part of the case is the front panel so it's worth spending a little time on it. I've created the panel as a separate object from the rest of the case, from a plane with multiple sections, and extruded a few units to give it depth. However, this time I applied scaling to the plane as it was extruded: this made it slightly larger at the back than at the front. This is where you switch to Imagine's point editor. Once 'Pick Points' is selected, the front panel object is redrawn as a series of points, linked by edges. These points can be selected individually and then moved or deleted. There is no point trying to rotate or scale a point, as they don't have any real 'size'.

You can see from pic 4 how the front panel was altered. Using 'Pick Points' I, first of all, deleted the points which formed the back surface of the front panel, deeming them unnecessary. Then I deleted the points where the drive bays were located: this created a large hole in the front panel. The plan was to fill the gaps with another object, maybe a blanking panel or something more detailed such as a CD-ROM drive.

7



Then came the finishing touch. Using the 'drag box' to select points, I highlighted a section in the middle and dragged all the points backwards very slightly. With Phong shading on, this causes a dimple to appear in the casing. This stops it from looking flat and adds a degree more detail. Manipulating the points which make up the object is the key. If Phong shading was turned off, the face would look too angular. If more sections were used in the original front panel plane object, the smoothing would be more subtle. There is plenty of scope for experimentation. **(see pic 4)**

Other objects such as the blanking panel, buttons and feet are easily created from primitive objects. The buttons for example, are spheres which are cut and positioned so they are just poking out of the front panel slightly. There's no need trying to hide the jagged edges as they are hidden: what the eye doesn't see, the 3D rendering artists gets away with. On closer inspection, you may see a few cracks: the solution is to use CGS spheres, and render in Ray Trace mode. **(see pic 5)**

Now that we have the basic shape defined, we can cheat a little. Using a digital camera I photographed the front panel of a real PC and stole the display of the clock panel, and the front of the CD-ROM drive. I converted these into 256 colour IFF images, and pasted them onto suitable plane objects. These were then positioned in the right places. Given more time (and some artistic ability) there is no reason why these couldn't be drawn from scratch in an art program of course. **(see pic 6)**
There are plenty of disadvantages to cheating and making use of bitmap images. First of all, they take more memory than a simple drawing. Secondly they have no depth: a picture of a floppy disk drive is not the same as a modelled one, where there will be a button projecting in the Y axis. This can result in unrealistic shadows and other weird-looking lighting effects. Thirdly, the resolution of the bitmap you're using can dictate the resolution of the final render.

## Merging as one

Putting the final computer together is a matter of loading all the sub-parts (the box, the front panel, the fake CD-ROM drive) and positioning them accurately in the Detail Editor. Pick one object (I used the Front Panel), select it and then select all the other objects (use Amiga-A). Now use 'Group' from the States menu and the entire computer is saved out as one object. It can then be loaded into the Stage Editor and even though composed of dozens of smaller parts, can be moved around and scaled as though it were one. **(see pic 7)**

As there are no transparent objects or need for accurate shadows, a scanline render is perfectly adequate for creating the final image. All that is needed is the addition of the ground and some background colour to make the scene complete - not forgetting a light source and some ambient lighting added in the Action editor of course.

After a few renders experimenting with textures, I decided that the 'metals2' texture was not suitable for the case of the computer. As you can see, it introduces some unwanted reflections. Instead, the default matt material worked very well. Perhaps a slight noise or bump would give the correct power-painted finished, but overall I was quite pleased with the final image. ■

**John Kennedy**

## Lost and found

**The missing projects from last issue's tutorial can be found on this month's CD in Magazine/Imagine.**

# Get your work published!






**Do you have software, artwork, utilities, mods, games or any other Amiga creations that you think are worthy of inclusion on a Super CD? If so, get them to us now and give your work a worldwide audience. The best music module each month even gets recorded onto the CD as an audio track!**

## How to send your work in

All entries, including artwork must come to us on one or more disks. Otherwise they can be uploaded to our FTP site as detailed here.

Make sure you label your disks clearly with your name and address, the name of what you are sending in and the category it is being sent into (like the one opposite).

Important: we cannot accept autobooting disk-based software for use on the CD. We require files which can be used or run from the CD-ROM. Please include all the relevant details regarding system requirements and usage instructions within an ascii text document with your submissions.

Please complete the following form and enclose it with your disks:

System requirements for the enclosed files: ..............................

..............................

..............................

My name: ..............................

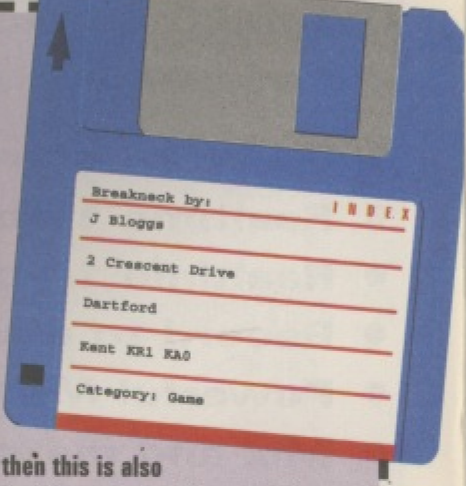
My address and postcode: ..............................

..............................

My phone number: ..............................

I hereby acknowledge that the material enclosed is of my own creation and/or I own the copyright to the material and grant CU Amiga Magazine the rights to publish this material on a forthcoming cover CD-ROM.

..............................




Send your contributions including the form (left) to:
CD Contributions, CU Amiga Magazine, 30-32 Farringdon Lane, London EC1R 3AU.

If you want to send it to us via our FTP site or Email then this is also welcome. We would suggest that you include all of the information on the postal form left in an accompanying doc to make sure your entry is processed properly. Our email and FTP addresses are:

Internet FTP: ftp.cu-amiga.co.uk/users/cu-amiga/incoming
OR EMail (MIME only): cd-contrib@cu-amiga.co.uk

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2. It will be assumed that any entry we receive, in the form we receive it, will be freely redistributable unless otherwise stated.
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5. Because of the anticipated volume of entries we will not be able to return your work.

CU AMIGA MAGAZINE

# Next Month

## OctaMED SoundStudio!

**Yes, on next month's CU Amiga Magazine you'll find the amazing OctaMED SoundStudio – the full program with all features present and correct! In fact, you'll get version 1.1, which has been enhanced since the original V1.0 release. Offering 64 tracks of 16-bit stereo sound, with support for just about every sound card available, SoundStudio is THE Amiga music package!**

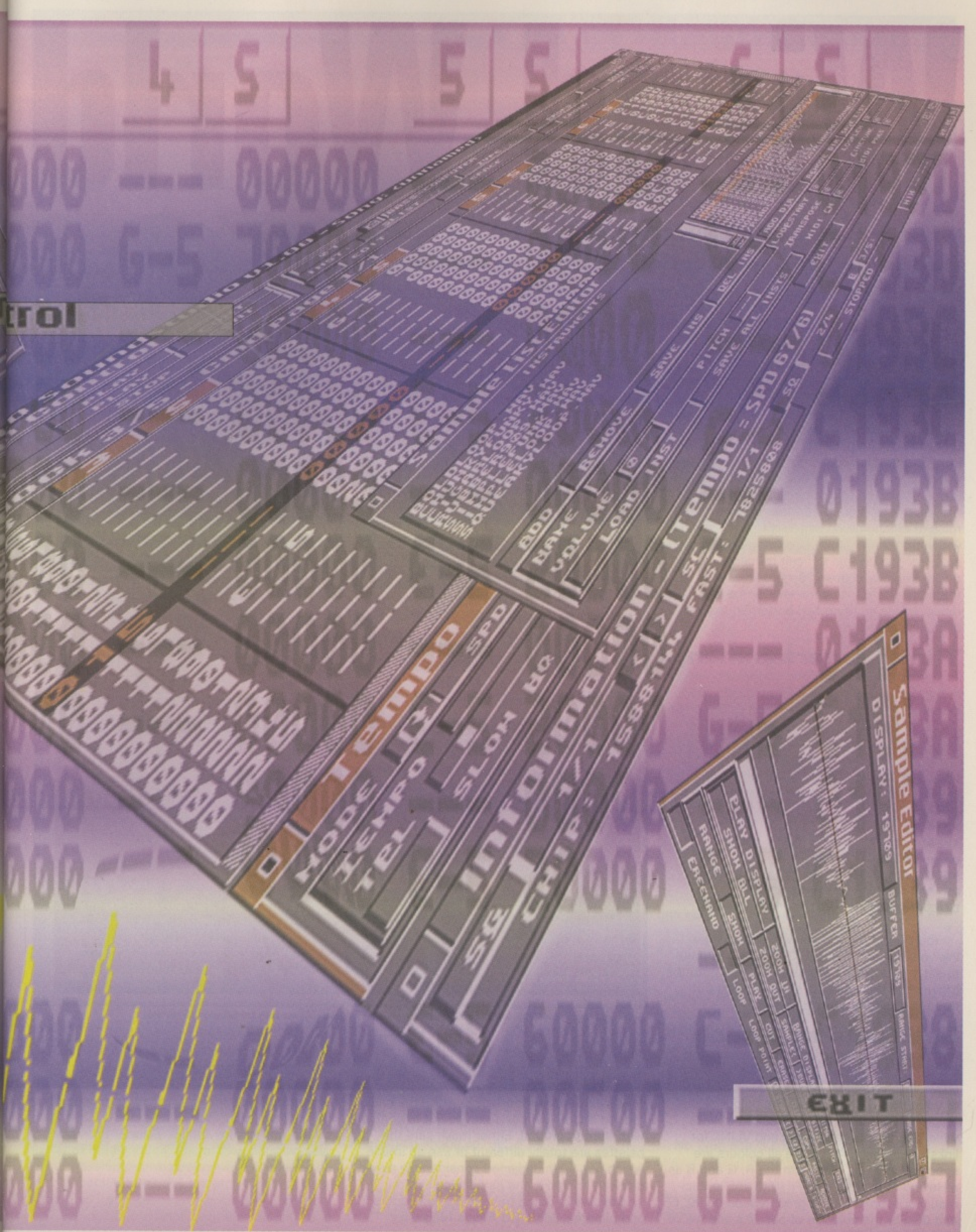
## Featuring:

**OctaMED SoundStudio is packed full of unique features not available in any other Amiga packages ...**

- **Up to 64 stereo sample tracks available**
- **Realtime 16-bit output with sound card**
- **Realtime 14-bit output on standard Amiga**
- **Record to disk at CD quality on standard Amiga**
- **Powerful MIDI sequencing and recording features**
- **Mix and match 16/8-bit mono/stereo samples**
- **Realtime stereo echo and delay effects**
- **Built-in sample editor with many effects**
- **Various dual Amiga/MIDI slave options**
- **Loads Tracker, ScreamTracker and FastTracker mods, plus Standard MIDI files and all OctaMED formats**
- **Stacks of new samples on the CUCD edition**

**MARCH ISSUE ON SALE 15TH FEBRUARY**




trol
Sample List Editor
Tempo
MODE
TEMPO
SLOW
Information - (Tempo = SPD 6?/6)
ADD
NAME
VOLUME
LOAD INST
REMOVE
SAVE INS
DEL INS
PITCH
SAVE ALL INSTS
EXIT
Sample Editor
DISPLAY
BUFFER
PLAY DISPLAY
SHOW ALL
RANGE
ERECHAND
SHOW
LOOP
ZOOM OUT
ZOOM IN
EXIT

# Wired World

**Finishing up our HTML tutorial, we take a look through all the techniques that we've covered in this series and combine all that we've learnt to come up with one helluva web page.**



Over the last few months, we've covered every HTML aspect that Amiga browsers support. With this tutorial we'll say goodbye to HTML techniques only to return once the current crop of browsers catch up. So for our HTML finale we are going to put together an amazing web page using as many of the techniques we have learned from previous tutorials.

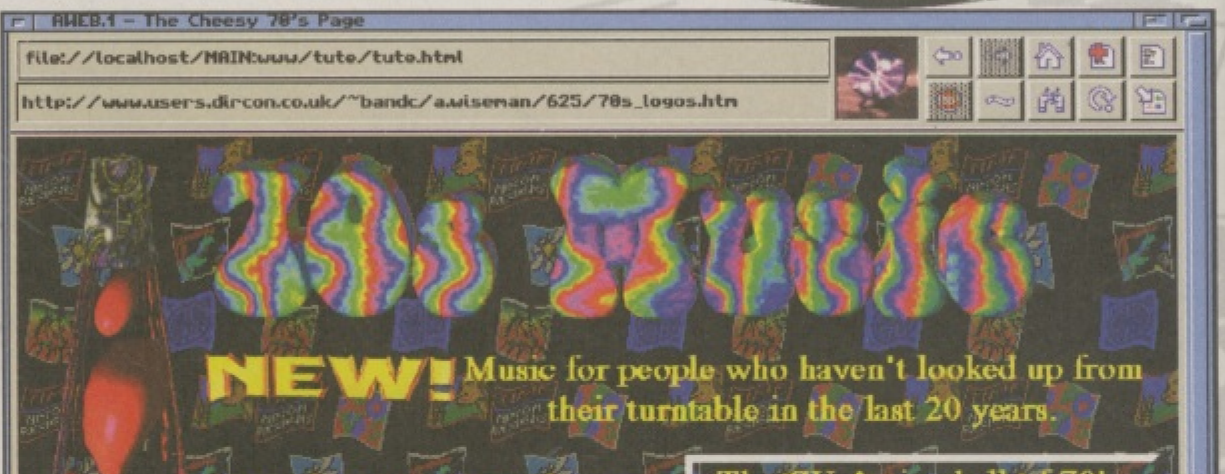
First things first: one of the most important rules of creating web pages is to know what you want beforehand. Chaotically evolved sites are often messy and difficult to follow. So, for our example we chose 70's music as our theme. Psychotic colours, lava lamps and music artists sporting bell bottomed trousers all sprang to mind.

## That's entertainment

To keep anyone checking out your web site amused it's best to use in-line pictures as headings and illustrations so long as the page isn't much over 64K. For our web site, I decided to use a black background which instantly changes the page into a more visual experience than reams of text. To do this, here's the initial HTML code;

```
<HTML>
<HEAD><TITLE>Mat's 70's music →
page</TITLE></HEAD>
<BODY BACKGROUND=back.gif BGCOL→
OR="#000000" TEXT="#FFFF1F" →
LINK="#FF0FF0" VLINK="#FF0000">
```

You should be familiar with this by now. We've also used the BACKGROUND attribute to set a background image to be tiled onto the browser. In this case it's some images put through ImageFX's liquid distort.




▲ The crowning glory of the Wired World HTML tutorial, shown here in AWeb as IBrowse sadly has difficulty with the table.

## Bad taste approach

Amiga browsers have implemented support for TEXT, LINK and VLINK since we started the HTML tutorial series. Here's a quick rundown of what they do. TEXT sets the colour of the text rendered, LINK sets the colour of links which have not been visited and VLINK for links which have. As before all colours are specified in 24-bit RGB with the R, G and B as a Hex number from 0 to FF (0 to 255 in decimal). For example, pure green would be 00, FF and 00. For the purpose of our 70's site we've set the text to a bright yellow, unvisited links to pink and visited links to red. We're going for the low on style approach.

It's extremely important to make the background image low key so it will not to conflict with the foreground. Either make sure the palettes are totally different or use an image which has been darkened considerably as we did with ImageFX and its balance control.

Next we're going to need some headers and pictures. Since CU Amiga Magazine readers have the brilliant Imagine 4.0 3D rendering package at their disposal, why not use it for our web page?

For our banner, 70's Music, we've used the Bell Bottom postscript font from CUCD6 with the tie dye texture applied. This 24-bit image was cropped with ImageFX, converted to 64 colours (which is a good compromise) and saved as a transparent GIF. The GIF loader/saver for ImageFX is on the Aminet. The result is an original and great looking header.




▲ There's also a wonderful ARexx script for ImageFX to create image maps automatically.

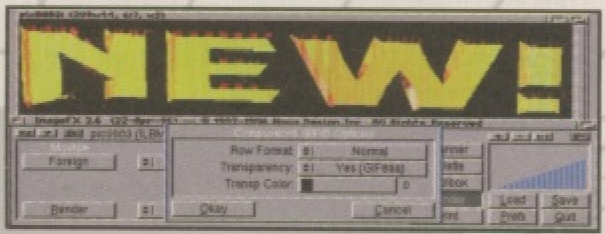
## Light my fire

Imagine 4.0 was also used for the 'NEW' flash at the top of our page. Using five frames of a global map with an increasing number of 'flames' courtesy of ImageFX did the trick. Finally the image was composed into an AnimGIF via WhirlGIF, not forgetting the -trans 0 argument to make it transparent. We also reversed the order so the first frame is the brightest for browsers without AnimGIF support.

Our web site is going to kick off with a 100 x 500 picture which will be positioned by the left border using the attribute ALIGN= left. Our new Staff Writer Andrew Korn already proved his worth by finding a 3D lava lamp object for this image. This piece of retro paraphernalia was rendered using a screen grab of the web page as a global map.

```
<IMG width=100 height=500
→ align =left ALT="Lava Lamp" →
src=lava.gif>
 <IMG width=500 height=99 ALT=" →
70's Music" src=banner.gif>
<BR> <H2>
<IMG width=147 height=32 align= →
left src=animnew.gif>
<CENTER>
Music for people who haven't →
looked up from their turntable →
in the last 20 years.
</H2>
</CENTER>
```

First we must specify the lava lamp's dimensions so it can be laid out before loading. It's aligned to the left so all further material should wrap to the right of it. The ALT attributes are there just in case anyone wants to drift by without loading the pictures. They don't know what they're missing. We also need to change the font to a heading size 2 as that's most appropriate here. The AnimGIF NEW pic is then slapped in followed by some nice centred text justified to the right, hence the align=left attribute.




Next we include a form and a table. Experiments with IBrowse and AWeb 2.1 showed that it worked best to justify the table to the right and the form to the left. The following vital bits are the table definition;

```
<TABLE WIDTH="50%" ALIGN=right →
BORDER=5>
```

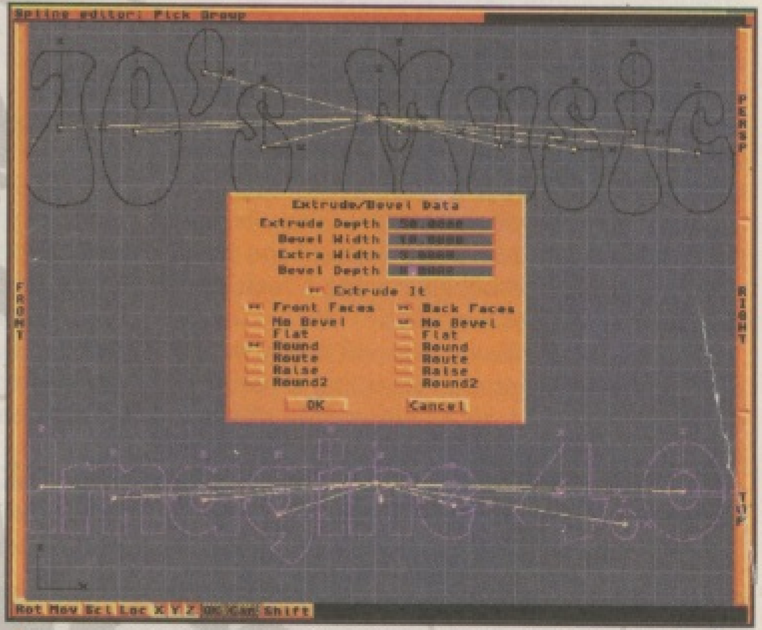
## Bordering on cheesy

We've also included a table of data rating the 'cheesiness' scores for key musical acts of the 1970's from each member of the team. We've used a border but some nice tiny bullet point images and no border could also have done nicely.

To get the table in the right position we've made the The WIDTH="50%" which makes the table 50% of the width left and AFTER makes the table fit between the lava lamp image and the right border. The 50% of that space left goes to the form.

The form example here uses InternetFCI's cgi-bins script for mailing the data to cheese@cu-amiga.co. uk;

```
<FORM align=right METHOD="POST" →
ACTION="http://www.thenet.co. →
uk/cgi-bin/ifci-mailform. →
pl?cheese@cu-amiga.co.uk=Form">
```




▲ Last month's covermounted Imagine 4.0 is superb at rendering Postscript fonts in 3D and applying fantastic textures. Great for Web site headings!

Later we included two form elements, one is a SELECT option for the surfer to choose what they believe their musical taste to be and the other is to ask if there's any HTML tags that we haven't covered enough in this series of tutorials. For this we used the <TEXTAREA> command and pre-filled in some text by including text before the </TEXTAREA> terminator. Finally we add a compact single line to reset or post the form at the end. The VAL attribute sets the text for this button.

```
<B>Click here to <INPUT TYPE= →
RESET VAL="RESET"> or here to →
<INPUT TYPE=SUBMIT VAL="SUBMIT">
</FORM>
```

No Web site is complete without links to relevant material. This is the world wide web and if you expect people to get to your page, you should be sending people to related pages too.

Continued overleaf ▶▶▶

In our example, we've started an unordered list (without numbers) with the <UL> tag;

```
<UL><H3>Here's some essential links
for seventies retro heads;</H3>
  <LI><IMG SRC=animbullet.gif> →
<A HREF=http://www.geocities. →
com/SunsetStrip/8678>Super 70's →
Rock Site!</A>
</UL>
```

Since AWeb insists on using a listview for the form SELECT, we don't quite know how far down the table the form has come. After the UL is started, a heading size 3 is defined and the title of the list specified. Most likely this will still be far enough up to wrap between the lava lamp and the table. The <LI> tag specifies the start of a list item. I've seen some people terminate this with an </LI> but no browser I tested seemed to care. The Image on the <LI> is a rotating AnimGIF arrow from from www.sasg.com's excellent site.

## Ideal length

So far the page is about the ideal length. Twenty-page-long home pages are most annoying. Splitting a site up into several pages is a far better idea. Normally you wouldn't have your links on the main page and there's no cooler way of sending the surfer elsewhere within your own pages than the image map. After getting some nice 70's related pictures from one of the sites in the links, these were used to construct the background, a button bank also using a texture off the 1078 Weird Textures CD.

The button bank was framed nicely by picking up in PPaint and stamping down in dark blue and light green either side of the main image. Since the edges were transparent there are neat looking gaps in the frame where there are gaps in the image.

We need to define the client side image map code; this can either be done by hand by moving the pointer around in a paint package and writing down the co-ords or a via neat Arexx script such as supplied with PPaint 7.0. I used an ImageFX script again from the Aminet. Here's the final code;

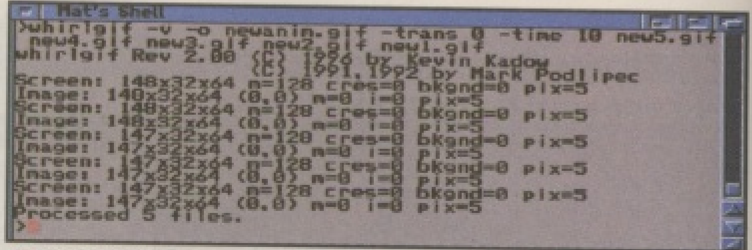
```
<CENTER>
<IMG WIDTH=610 HEIGHT=62 SRC= →
buttonbar.gif alt="70s Button →
Bank" USEMAP="#70smap">
<MAP NAME="70smap">
  <AREA SHAPE="RECT" COORDS=→
"23,14,55,45" HREF="NYI.html">
  <AREA SHAPE="RECT" COORDS=→
"109,15,141,46" HREF="NYI.html">
  <AREA SHAPE="RECT" COORDS=→
"204,15,236,46" HREF="NYI.html">
  <AREA SHAPE="RECT" COORDS=→
"295,15,326,46" HREF="NYI.html">
  <AREA SHAPE="RECT" COORDS=→
"393,15,423,46" HREF="NYI.html">
  <AREA SHAPE="RECT" COORDS=→
"473,15,504,46" HREF="NYI.html">
  <AREA SHAPE="RECT" COORDS=→
"548,15,578,46" HREF="NYI.html">
</MAP>
<BR>
<A HREF=NYI.html>Ban the Bomb →
</A> | <A HREF=NYI.html>Peace →
brother</A> | <A →
HREF=NYI.html>Woodstock</A> | <A →
HREF=NYI.html>Free Love</A> | <A →
HREF=NYI.html>Free your Mind</A> →
| <A HREF=NYI.html>Hippy →
Politics</A> | <A→
HREF=NYI.html>Lava Lamps</A>
</CENTER>
```

## Button bank image

We're finished with the lava lamp base now so the centre tag puts the button bank in the centre of the screen. The button bank image uses the special USEMAP attribute telling the browser that the picture is an image map and where to get the MAP definition from. Next the MAP code starts with AREA tags defining rectangular regions of co-ordinates to match the buttons. The HREFs would normally point to other pages, obviously.

Just so we don't leave out users of lesser browsers, all of the links are stated again in text underneath the button bank.

The finished effect looks cool, all we need now is to finish off the page with the webmaster details as follows;



▲ For the NEW flash we composed the image into a AnimGIF via WhirlGIF and added the -trans 0 argument to make it transparent.

```
<ADDRESS>
<BR clear=all>
<HR>
<H3>
This has been a cheesy →
production - Webmaster <A →
HREF="mailto:cheese@cu-amiga.co. →
uk">Mr Cheese</A> - cheese@cu-→
amiga.co.uk </H3>
</ADDRESS>
</BODY>
</HTML>
```

The <BR clear=all> makes sure this section doesn't wrap around anything just in case the surfer has a ridiculously wide display. Next <HR> gives a horizontal line and then the credits for the page.

Note the mailto: link on the webmaster. Previously we'd included the subject after the address but IBrowse seems to stick it all on the Email line so it's best left out.

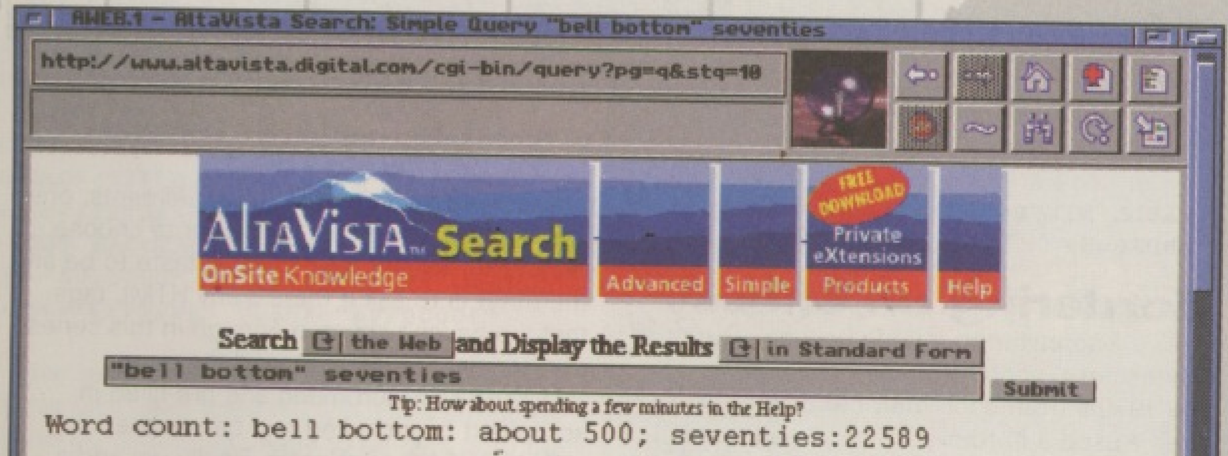
## Happy HTML

That's it! We hope you like it. Remember what our site lacks in taste it makes up for in technical content. Also please note that while it's easy to lift graphics from other people's sites and this is a valuable resource, it's far more fun to roll your own. Given the Amiga's strength in graphics packages, we can easily make up for Frames and Java by creating some stonking original graphics and the solid techniques learnt here.

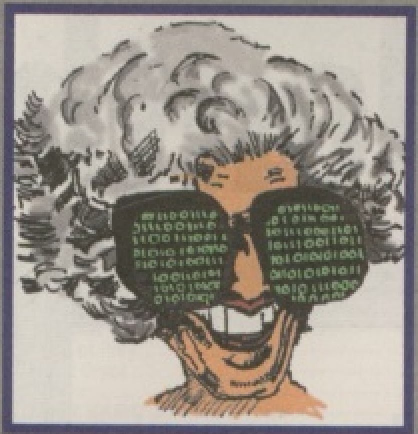
So where does Wired World go from here? It's your choice, drop me an Email to mat@mats.net and give me your thoughts. Or write in to me at CU Amiga Magazine, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Also, if you've created some amazing web site, why not let us know? We can put it on our CD and add to the links on CU Amiga Magazine's Web site. Until then, happy webbing to one and all! ■

**Mat Bettinson**

**→ Please note that the symbol → means do not put a return here.**



▲ Look what we have here. Put the words bell bottom and seventies in a search and we come up with quite a few sites for us to visit. The frothing mad rabid seventies in blue looks interesting.



## Net God speaks

**This month I've been totally bombarded by snail mail from Internet companies. There doesn't seem to be an end to it all. I now am well informed about all types of software releases and conferences that have no interest to me, not forgetting the mountains of stuff I've been receiving from credit card companies. So why is my letter box and hallway constantly stuffed full of this junk mail? Because I bought something via the Internet that's why. Currently, exchanging Net surfers' personal details is big business. There are lots of companies who deal in this kind of thing and will gladly offer to buy and sell data about you. So, next time you type in your details into that web site, be wary. The company you bought a product off might happily sell on your details and there'll be an extra couple of trees on your doorstep by Monday. There is the data protection act but unfortunately it doesn't cover other countries outside the UK. All you can do is Email the companies concerned and demand that they do not give your details away otherwise they'll lose a sale.**

# Surf's up!

**PNG gets the thumbs up, USR's X2 goes solely digital and we get the latest from ProDad's web site.**



### PNG ratified by W3C

W3C, the organisation responsible for WWW standards, has issued a 'first recommendation' of the new PNG format. This means that Netscape and Internet Explorer should soon support PNG.

PNG (Portable Network Graphics pronounced 'PiNG') image format is a copyright-free system which supports from 1 to 48-bit depth images. And when used with 256 colours or less it is smaller than GIF, 24-bit and TIFF-LZW. PNG will also feature much better interlaced/progressive loading, transparency, built-in platform specific gamma-correction and much more.

Regular readers of the Net God column will remember how much we raved about this new format a few months ago. CU Amiga Magazine saw PNG as an end to the fact that we are forced to use GIF to support PC browsers. PNG will put an end to that, so the Amiga was quick off the mark with a PNG datatype.

CU Amiga Magazine's site and many others will welcome support for PNG and will change over as soon as possible to make the most of the faster loading time.

### New V43 picture datatypes

Andreas Kleinert, author of the Superview system has created a new set of V43 datatypes for the V43 picture datatype replacement.

The new set are on the Aminet in the util/dtypes drawer under the filenames that begin with 'ak'. Considerably optimised, these datatypes are faster than the original ones and sport preferences settings for dithering and such forth. You can even choose to have a progress bar which appears every time a picture is decoded. So far there's GIF, JPEG, SVG and PNG. And you don't have to use them with the V43 datatype system either so get them now!

Most Amiga Web browsers use datatypes to decode the inline graphics. So it's important to at least have good GIF and JPEG datatypes installed. Normally datatypes are limited to 256 colours but not so with the so-called V43 picture datatype replacement. The V43 replacement is on Phase 5's FTP site at ftp.phase5.de/pub/phase5/cgx/Pict DT43. lha, though be warned it times out after a few months so you need to keep updating it.

However, the V43 compatible datatypes provided with the replacement are quite basic and slow so Mr Kelinert's new version are very welcome.

### USR 56K upgrades

USR's new'X2' technology, announced last month, which promises to bring 56Kbps download rates to the market will rely solely on a fully digital exchange to the destination. This means that it will not work for everyone but for those with digital exchanges X2 is a very good alternative to the extortionately priced ISDN in the UK.

The current crop of V34+ 33600 bps modems from USR including the Courier and Sportster can be upgraded when the standard becomes available which should be by the time you are reading this.

What's more, a few Internet providers have lined up to support the standard including UUnet Pipex and Cable Online in the UK. With many providers dragging their feet to the V34+ 33600 standard alone (X2 uploads at 33600), X2 is going to become a selling point soon and ISPs without will lose out. We say roll on X2, yum yum.

USRobotics X2 56Kbps modem TECHNOLOGY

### ProDAD's site grows

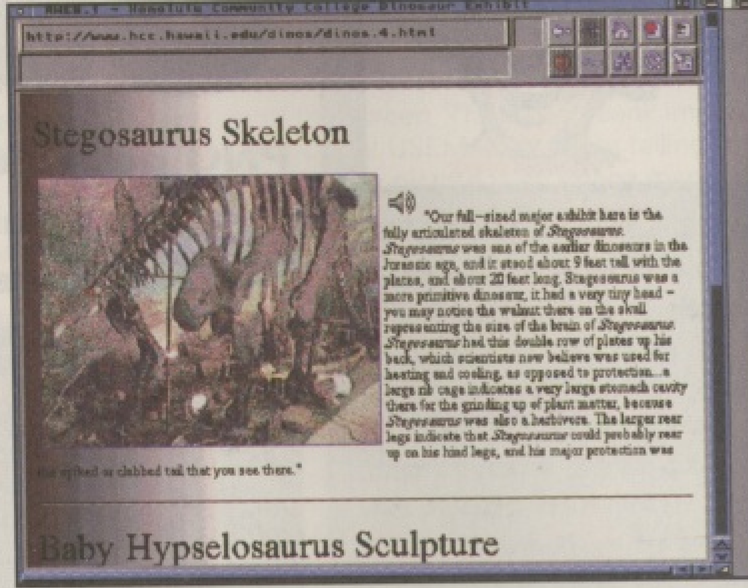
German developers ProDAD have made some significant additions to their Web site. In the English section there are now details of their new operating system P-OS. P-OS will be cross-platform compatible and is said to be very Amiga like. In fact, Amiga programs can be re-compiled to run under P-OS in order to run on PowerPC based platforms. There are more details in the News this issue. Also Drop in to http://www.prodad.de/ eng/ index.html for more information. ■

pOS



# Surf of the Month

**It's time for our monthly surf session, highlighting some of the World Wide Web's weird, sometimes wonderful, but never boring corners.**




This is a surf pun-free zone, so read on without fear of tedious references to wetsuits and all that stuff. Well that's almost true. If you'll forgive me, we start our surfing session with a bit of sound advice for anyone who's venturing out into the briney. ***What to do if you are attacked by a venomous sea creature*** turns a piece of serious education into a bit of fun as you play 'spot the fish that will sting you' and find out how to avoid dying if such a thing should happen. Granted, fish around the UK are more likely to be toxic than venomous, but it could be valuable reading if you're planning a tropical holiday.

Talking of cheese (how's that for a link?) I thought it was time we revealed ***The Cheese Page***. This will be a haven for cheese lovers and a highly educational spot for anyone who wants to swot up on the many varieties of this popular and practical foodstuff. There are 44 JPEG images for you to download, each depicting a specific type of cheese with a particular emphasis on Italian varieties. The interesting sounding 'World of Cheese' section is still under construction but there's still more fun to be had with a transcript of the Monty Python Cheese Shop sketch and links to other sites of a fermented milk curd persuasion.

You'll probably be in need of some light entertainment after all that cheese, so how about ***The Worst Knock Knock Jokes Ever***, which actually goes under a slightly different title but that one is closer to the truth. Try this one for size. Knock knock. Who's there? Banana. Banana who? Banana split. That gem comes from Beth Corkem aged 7. Alternatively enter the words 'bad', 'taste' and 'joke' into your preferred search engine for a more spicy selection of humour sites.

*Our last silly site this month is the* ***Breakfast Cereal Hall of Fame***, which plots the history of the North American breakfast cereal. You never know when it might come in handy.

Following up last month's Sound Lab special review of Philips Digital Compact Cassette, you can find out more from the ***Philips DCC*** web site, which we forgot to tell you about last month. Shame on us. There's loads of information on the site, including all the technical bits that we didn't have room for in the magazine.

If you think your kids need a bit of education but they want something more fun, how about some 'edutainment'? Yes, that cringeworthy buzzword from the States is quite apt in this case, as ***Kids Did This in Science!*** is a big list of links to all kinds of science related web sites, recommended by kids. Point your kids here and they can surf around for hours (phone bill permitting) having fun and learning at the same time. Wow!

We'll finish off with a quick look at the ***Phase 5*** site, which is particularly topical in light of their recent A\Box announcement. At present there are no details on A\Box but if you bookmark the site and hook up at a later stage you'll doubtless find plenty of A\Box information. ■

**Tony Horgan**

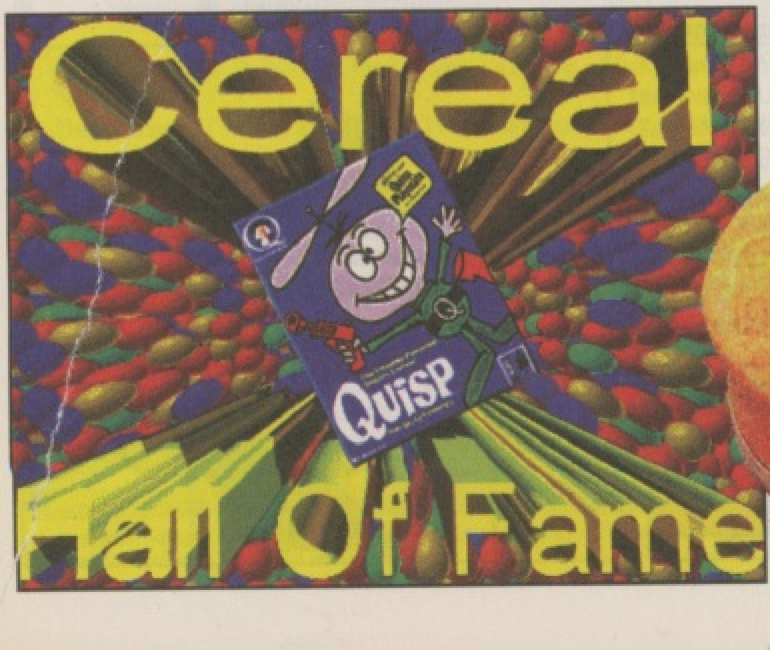


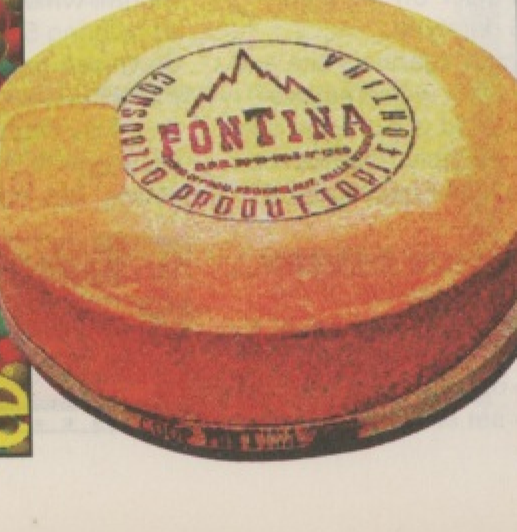
## Those sites in full

**What to do if you are attacked by a venomous sea creature**
http://www.cyberkids.com/issue4/SeaCreatures/Underwater.html
**The Cheese Page**
http://www.zennet.com/cheese/
**Worst Knock Knock Jokes Ever**
http://www.bayne.com/wolfbayne/kaitlyn/
**Breakfast Cereal Hall of Fame**
http://www.cereal.com
**Phase 5**
http://www.phase5.de/
**Kids Did This in Science!**
http://sln.fi.edu/tfi/hotlists/kid-sci.html

## They're on the CD

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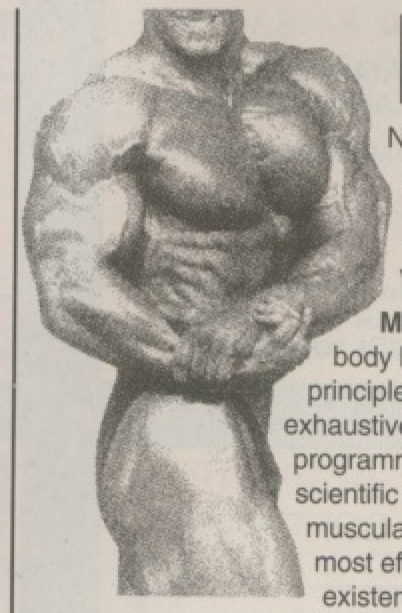
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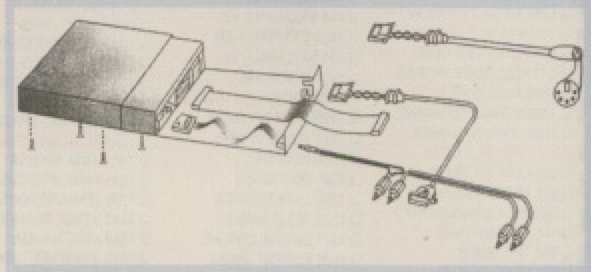
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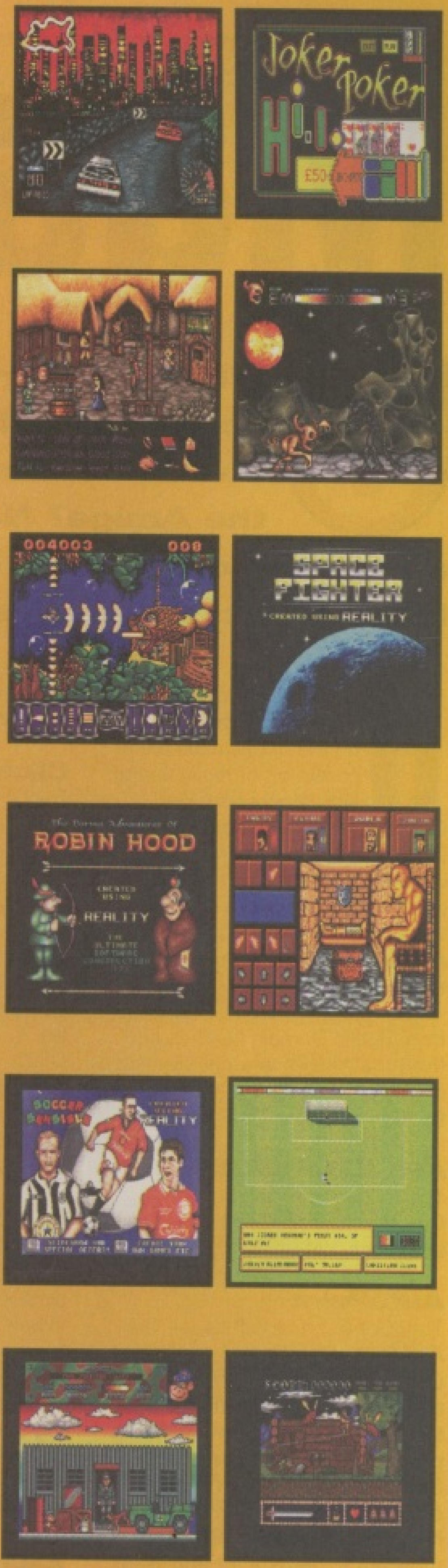
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Screenshots of games created with REALITY




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# Masterclass

PART 6

**What's the price of oil, gold or pork bellies got to do with Commodities on the Amiga? Nothing – they are your Workbench's unsung heroes. And they're free as well.**

Hidden away on your Workbench (or maybe still on the Extras disk) are a collection of really useful little programs called Commodities. Designed to improve upon Workbench, they were Commodore's attempt to clean up the act of the multitude of Workbench 'hacks' around and package them all into one consistent form.

There are hundreds available from Public Domain libraries and from the Aminet Internet site and it's worth your time to have a look through them.

## As standard

The following is a list of Commodities that you'd expect to see in any set-up.

### AutoPoint

This Commodity will cause the Amiga to make active anything under the pointer. For example, as you move the pointer around the screen any Window which it passes over will become active. Some people find this useful, others irritating. It can be helpful if you are swopping between different screens a lot and want to get typing straightaway instead of having to click with the mouse.

### Blanker

If you don't touch the mouse or press a key, this Commodity will suddenly clear the screen and move some coloured squiggles around. It's supposed to prevent the monitor from 'burning in' or becoming damaged if the same static screen is displayed for a period of time, but practically all monitors are capable of surviving without it.

### ClickToFront

This is quite similar to AutoPoint but borrows a concept from the Apple or PC. On these platforms, you don't need to click on the window's depth gadget to bring it to the top: you only need to select the Window and up it pops. This gives the Amiga the same facility. Try it: you might like it.

### CrossDos

Don't confuse this with the CrossDos device:. This is a Commodity which changes the way in which the standard CrossDos device PC0: works. As you may know, by using PC0: the Amiga can read or write to PC (MSDOS) format floppy disks. When this Commodity is running, it tries to 'filter' any files which are being copied. This can be very useful when loading or saving text files which are sometimes filled with extra carriage returns when copied from one machine to another.

### Exchange

This Commodity is a special one: it manages all the other Commodities which are running. Run it and a window appears which contains details of the Commodities and provides a short cut for bringing up or hiding the associated user interface.

### FKey

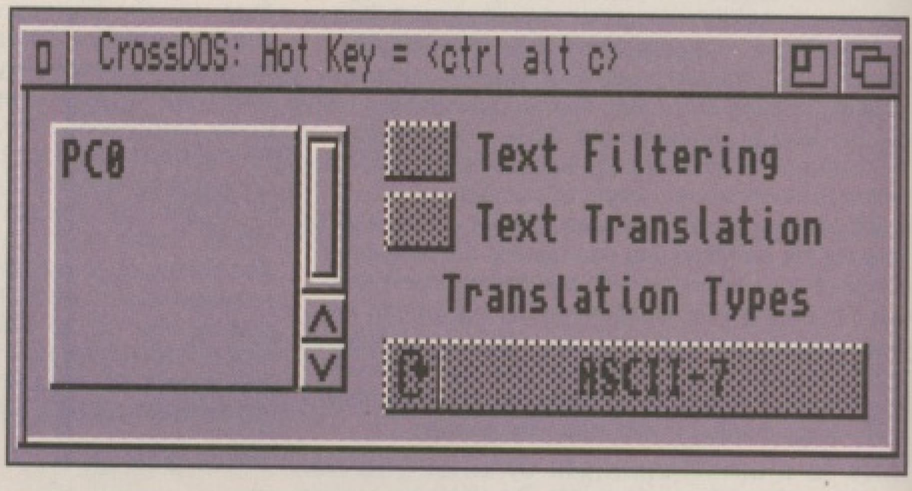
Ever wondered what the point is of all those Function keys on your keyboard? Wonder no more: now you can assign the functions to various Amiga operations. Using FKey you can cycle through Windows, run a program or execute an ARexx script. This makes it easy to customise your Amiga so you can launch all your favourite applications by pressing a function key.

### MouseBlanker

MouseBlanker will hide the mouse pointer when you start typing until you move the mouse. This can be very useful when using a Word Processor for example, when you don't want an arrow obscuring the first few letters you type.

### NoCapsLock

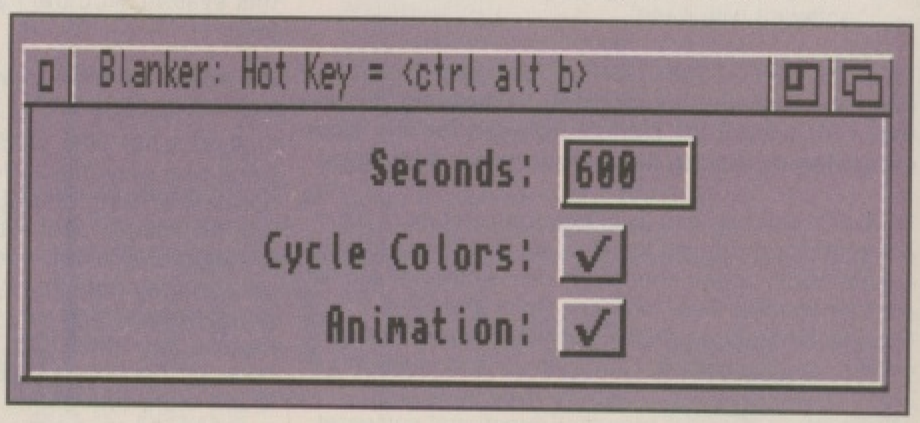
Um ... there must be a use for this program, there must be. NoCapsLock simply stops the Caps Lock key from operating. Perhaps if you suffer from finger-stubbiness and keep hitting the Caps Lock key by mistake you might find it useful. Maybe you want to avoid confusing a child using the Amiga. There you are: two uses already. You can probably think of millions more. You can still get upper case using the Shift Key in the usual way.

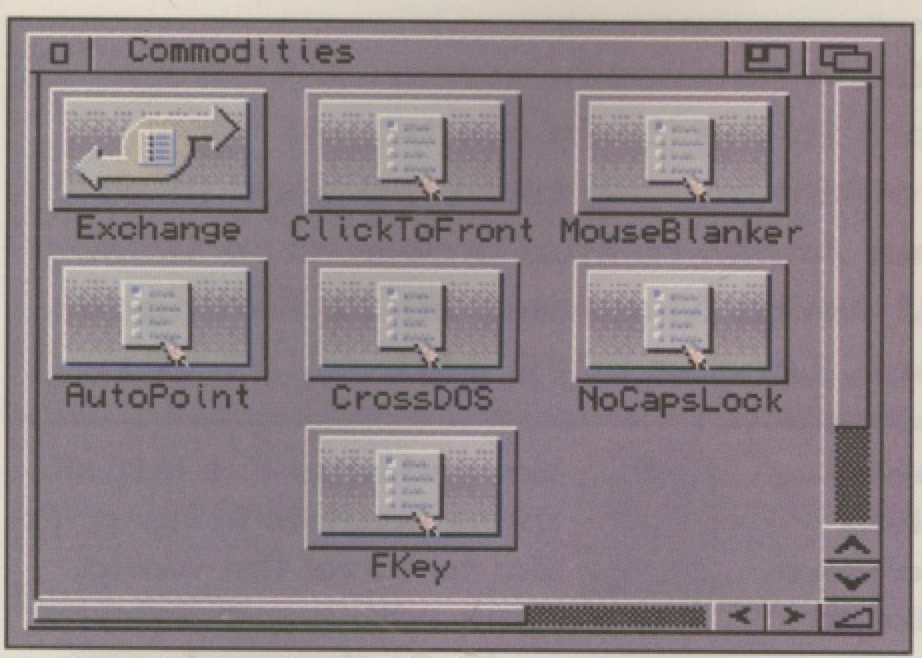



## So simple

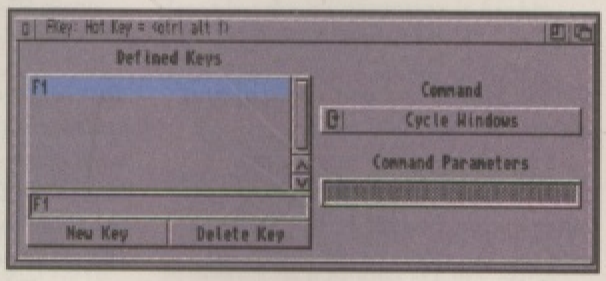
Using a Commodity is pretty easy. The standard convention is to click on them once to start them running and a second time to stop them. Most of them will run invisibly in the background, you mightn't even know they are working.

If you are more a Shell person than a WIMP fan, it's also possible to run Commodities directly from the Shell. For example, if everything is set up properly, you should be able to enter: AUTOPOINT at the Shell and the Commodity will run. Like almost all programs run in this way, it won't automatically return control to the Shell until you quit it. If the utility is running in the background there won't be a window Quit gadget to click: you'll have to press Control and C or Control and E to stop it. It's therefore better to run it, like this: RUN AUTOPOINT. This will let Autopoint run in the background, allowing the Shell to be used or even closed. Even though the Shell which






▲ Your Amiga comes with a set of Commodities all ready for use.




launched it is no more, the program will still run happily. You need to specifically stop a Commodity or switch off the computer to kill it. Some Commodities also have a special 'hot key' combination so when you press the right keys the Commodity's user interface will appear.

For example, the Screen Blanker commodity will wait for Control and B: press the keys together and up pops the special window from where the various settings can be adjusted. It's usually possible to redefine the Hot Keys in case they clash.

Making a Commodity start automatically is easy too: all you need to do is drag the Commodity's icon from where it is stored into the WBStartup drawer. All programs in this drawer will be launched every time the Amiga loads its Workbench.

If you want to include the Commodities in your Startup Sequence or UserSerquence rather than in the WBStartup drawer, you'll need to make sure you include a line like this:

```
RUN >NIL: AUTOPOINT
```

## The right tools

All Commodities should support Tool Types - the information related to a program which is stored in the Icon file. There are at least three as follows:

### CX_PRIORITY

A commodity with a high priority will be given preference to a commodity with a lower priority when it comes to input events such as keypresses.

### CX_POPUP

If this is set to 'yes' then the program will start up and display its user-interface (if it has one). If it's set to 'no' it won't appear. If you are starting programs in the WBStartup drawer, you will probably want this set to "no".

### CX_POPKEY

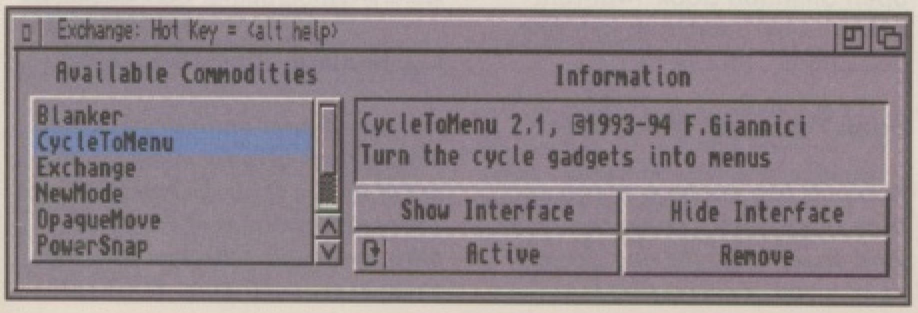
This is the key combination which will bring the user-interface (if any) to the front. The key combination can use non-alphanumeric keys, such as 'lshift' for the left shift key, 'control' for the control key and 'ralt' for the right alt key.

Commodities take up very little in the way or memory or processor power, so don't be afraid to keep them running all the time. Several other utilities which you might not first think of as Commodities can suddenly appear in the Exchange window. An example would be a virus detection program. Don't worry – these programs are just making use of the Commodity system. However, you won't find any large applications acting as Commodities.

The reason for this is linked to the way Commodities work. Any utility which wants to be a Commodity makes use of the commodities library file. This enables the program to make use of the Commodities Input Handler - part of the operating system which exists just before Intuition's own Input Handler. The Commodities Input Handler looks after any special Hot Key combinations, and makes sure there are no clashes for key presses.

And that's if for Commodities, next month it's mergers, share flotations and the like. No seriously, we're back next issue with some more useful nuggets of information on your Workbench. ■

**John Kennedy**






## Other useful commodities

There are hundreds of Commodities written by Amiga programmers available from PD libraries from the Internet. Here are some of the ones which I have found most useful over the years.

**CycleToMenu**
This is a useful little program which changes the way in which cycle gadgets work. Instead of cycling through the entire list, a small window pops up making it simple to select the option you want.

**MagicColours**
If you use Magic Workbench icons, with a Workbench set to 256 colours you may find the colours are all wonky. This utility keeps setting the colours back to normal, so your icons remain in the correct shades of grey.

**NewMode**
This is very useful if you have a graphics card this. NewMode will intercept an application's request to open a screen display and, if necessary, force it to open up on your graphics card instead.

**Dclock**
Once of the neatest little digital clock programs I've found.

**MiddleButton**
If your replacement mouse has three buttons, this utility lets the third button operate as a shift key. This is handy for selecting multiple icons without having to use the keyboard.

**PowerSnap**
One of the old faithfuls: this program allows text displayed anywhere on screen to be copied to the clipboard. You can then paste it into another application. It makes it possible to snap text from an application and copy it to a Shell for example. It's surprising how useful this program is.

**OpaqueMove**
Another program for graphics card users. With OpaqueMove running, you can drag entire windows around the Workbench, rather than mere outlines. Useless, but if like me you might want reassurance that you haven't spent all that money on a graphics card for nothing.



## Logos, meanings and mysteries:

CD ROM: CD32 queries, ParNET and various other CD ROM-related problems.

EXPANSION: All about upgrading RAM, operating systems and processors.

ACCESSORIES: Plug-in hardware of any kind: scanners, disk drives etc.

PROGRAMS: Answers to queries on particular pieces of software.

SOUND: Music, sampling, MIDI and anything that makes a loud noise.

UTILITIES: Miscellaneous tools to keep your Amiga running smoothly.

PRINTERS: Form-feeds, page-breaks, preferences and lots, lots more!

MONITORS: Monitors, TVs, modulators, screen-modes and all that stuff.

GRAPHICS: Pixels, sprites, animation, pictures. In one small word: graphics.

BUSINESS: Spreadsheets, databases, organisers, accounts ...

COMMS: Everything you need answering about the Internet

HELP: Not everything fits into a pigeonhole, but anything you like fits in here.

**Q&A welcomes new recruit Andrew Korn to the 'brain not brawn' problem-busting team. So send in all your Amiga-related problems to Q&A, CU Amiga Magazine, 30-32 Farringdon Lane, London EC1R 3AU.**



**Oi, I am so brawny. Once I've crushed your Amiga problems to a pulp, I'd like to see world peace.**



**Yes and after I've left all those puzzlers in heap, I'd like to travel the world, work with small children and help the needy.**

## GVP SIMMs

My system consists of an A1200 and GVP 1230 II series accelerator (EC30, no FPU) with 4Mb RAM fitted. I recently tried telephoning around some companies to find extra RAM for the accelerator, only to find that a) it isn't easy to come by, and b) it is extremely expensive. I was quoted £159 for 4Mb from the only place I found that had any.

Is there any other way of adding 72 pin industry standard SIMMs to my system without having to discard the accelerator ?

In the May 1994 issue, there was a feature on an A1291 SCSI card to add on to the A1230. Is this still available? If so, is it still a useful and reasonable way to get SCSI access? Also what other options are available, considering my set-up?

**J McDonald, Cornwall.**

*For some reason which no doubt seemed sensible at the time, GVP chose to use a non standard SIMM format which has lately become the bane of many an Amiga user. Since GVP went under, these have become pretty scarce, and have gone up in price whilst industry standard SIMMs have plummeted. For example a standard 4Mb SIMM costs around £25.*

*No there isn't way around this. Your best bet if you are serious about upgrading would be to sell your current board and buy a new one. There are plenty of Amiga users out there who would be satisfied with 6Mb RAM, see if you can find one of them to take it off your hands. Add the kind of money you've been quoted for the SIMM and you could almost afford an 8Mb '040 card.*

*The GVP A1291 was a great SCSI solution at the time. However other options would be the Squirrel and the Dataflyer as they will still work if you change accelerator.*

## WordWorth CD

I am experiencing problems with Wordworth 3.1SE, on CUCD5 from the December issue. Am I alone in this or should I send off reams of enquiries to Digita? My set-up consists of Amiga 4000/EC30 with 6Mb RAM with a Citizen Swift 90c printer.

When I try to install WordWorth to hard disk it follows the installation satisfactorily until it tries to install the printer then the following requester appears:

```
Copying File
Epson X
To Drawer
WW3.1 Install-
1:Devs/Printers
Volume Install-1 is full:
```

This looks like it is trying to install the printer back on the first floppy install disk!

Accepting that I probably have the installation complete apart from the printer driver, when I try to open the Wordworth 3 program on my hard disk (having rebooted the system), I get "Could not open Shannon Book 14pt font" followed by "unable to initialise document". Please help?

**Brian Titchener, Winchester.**

*It sounds like you have booted up from Install disk 1 rather than your hard drive. When the installer program is run, it copies files to various directories on your system disk. The system disk is not necessarily your hard drive – it is whatever disk you booted up from. If you boot up from the floppies, the installer has no idea that your hard drive is your normal system disk and assumes that install disk 1 is in fact your hard drive. Whenever you are installing something to your hard drive, make sure you boot up from it unless you are told otherwise.*

*There is a readme file on install disk 1. In this file there is an explanation of what to do if you are presented with the "could not open Shannon book..." message. If re-installing WW doesn't remove this problem, look there first.*

## Too many fonts

I have installed WWSE3.1 onto my hard disk and have managed with the aid of Directory Opus to transfer fonts from the extrafont Drawer on the CD. When I delete them they still appear on the font list but when called respond with a statement that they cannot be opened! How do I delete from this font list? Also how do I get WW3.1SE to read my font list like the other programmes on my hard drive?

I got my Amiga primarily for video production but cannot find much good software apart from Scala to assist in producing graphics/animation/titling. Can you help?

**L.J. Mullard, Cheshire.**

*Wordworth uses outline rather than bitmap fonts because bitmap fonts are of no use for large type printouts. There are hundreds of PD outline fonts, so if your collection isn't big enough, get some more. WW3.1SE*

*generates its own internal font list. If you delete a font from the directory, it will still appear in the fontlist. The solution is to delete the fontlist file, which can be found in WWFONTS/UFST. You then make a new one by clicking on the INSTALLOUTLINES icon in the WWTOOLS dir.*

*There are some good video packages available apart from Scala. Two new ones from ProDAD, Monument Designer and Animage, were reviewed in our December 96 issue. Our March 96 issue had the excellent Video Stage Pro on the cover disks and is still available from our back issues department.*

## Left out

I make quite heavy use of my RAM:TEMP directory to shift data around from archives. I leave it out on the Workbench regularly, and it occurred to me that it would be excellent to be able to do this automatically from the startup-sequence. Is this possible? I have an A1200 030 WB3.1 KS3.1.

**Stephen Ralph, Hampshire.**

*It is indeed. When Workbench starts up it checks any disk it can find for a file called '.backdrop' which tells it what to leave out. To solve your problem, when Workbench loads it would need to find a '.backdrop' file in RAM: , which will need to be put there in the startup sequence. First create an ASCII file which reads:* **:temp** *and save it in your S directory as* **"BACKDROP"**. *Then edit your startup sequence. Just after the line which reads something like:*

```
C:Makedir RAM:TEMP
RAM:CLIPBOARDS RAM:ENV
```

*Insert the lines:*

```
C:copy sys:utilities.info
to ram:temp.info
```

*This copies the utilities draw icon for the RAM:temp directory. Then add:*

```
C:copy sys:s/backdrop to
RAM:.backdrop
```

*This sets up your backdrop file. Reboot your computer and voila the TEMP drawer is on the Workbench.*

## Tower power

I have a standard Amiga 1200 which I am looking to expand with a Tower. Please could you answer some of my questions.

**1**. I recently saw an offer by HiQ for upgrading to a tower/desktop option with CD-ROM, power supply and Squirrel SCSI. With an accelerator in mind would I need to purchase the optional SCSI kit for the accelerator or purchase the HiQ offer on the SCSI kit?

**2**. What's the difference between a desktop and a tower conversion?

**3**. Do I need the maths co-processor with an accelerator and is a SIMM RAM Fast RAM?

**Gareth Graham, Caerphilly.**

*1. The Squirrel interface should work perfectly with all modern accelerators.*

*2. Desktop normally means a squat box you stick under your monitor while the tower is an upright column you stick next to your monitor.*

*3. If you want an accelerator to make your machine go a bit faster you don't need a co-processor. If you plan on using math intensive software such as Imagine the co-processor is highly recommended. All RAM you add to your machine is Fast RAM. SIMM refers to the type of chip module used.*

*Questions about tower conversions are coming in thick and fast. A tower makes it easy to add extra storage devices and solves power supply problems in a stroke. We are thinking about doing an article on DIY tower conversions for the more technically minded reader. If you have an opinion or idea about this, please write to us.*

## CD-ROM DIY

I was delighted by your article in the December 96 issue on fitting a CD-ROM and I would like to go ahead and 'do it myself', however I'd like a little advice first.

**1**. I have a Western Digital 2420 hard drive. Is this 2.5 or 3.5 inch?

**2**. If it is 3.5 inch I would opt for a mini tower to house both it and the Golden Image CD-ROM kit. The tower I have in mind is one from a local PC outlet with a 200w power supply. Is this sufficient?

**3**. Is the Golden Image kit double speed or quad speed?

**4**. I envisage connecting the items via an adaptor consisting of a 44 pin input and two 40 pin outputs for the appropriate cables to connect to. Is this a viable solution?

**5**. If I move the hard drive to a Tower, is it just a matter of unplugging it, unscrewing it, and refitting it in the tower?

**L.Kemp, York.**

*1. The simple way of finding out is to measure it. As a rough guide, if it is small enough to stick in a cigarette box, it's a 2.5 inch.*

*2. 200w is more than enough.*

*3. We think you may be a little mixed up here. The Golden Image kit is not a CD-ROM drive, but a cheap mounting system which comes with all the cables you need and a metal case. The speed depends on what drive mechanism is fitted to it.*

*4. That's about it, but it would be a pain to make. Golden Image will sell you an Alfa Quatro, which is basically the same thing.*

*5. Yep you're right there.*

## Mythical beasts

I wish to purchase an HP Deskjet 870cxi but am having problems getting a printer driver. I've been in touch with Hewlett Packard but didn't have much joy. Can you help?

**No name or address supplied.**

*Hewlett Packard gave up supporting the Amiga some time ago and are unlikely to be of any help. Write to them and tell them they are losing customers. Print Studio or Turboprint may have a compatible driver; phone a stockist (check ads) and ask. It would be worth asking HP if the 870cxi is compatible with one of their other printers; an HP850c driver would be easier to get.*

## More questions

**1**. I have an A1200HD magic pack. I heard that Escom used a high density drive instead of a normal Amiga drive, merely disabling the high-density mechanism! This causes a lot of games to become incompatible. Is there a solution?

**2**. I want to buy an accelerator, preferably a 68040. Bearing in mind that I also want extra memory and cannot afford much more than £300, what is my best option?

**3**. On opening the trapdoor to find out where the accelerator should go, I could not find any kind of interface. On my A500 there was a female port but I can't find one on the A1200. Where should I look?

**4**. I have an M1348s monitor. The image cannot be moved vertically, only stretched and is not centralised. There is an annoying black gap at the top. Any solutions?

**5**. Despite these setback I'm still a dedicated Amiga owner and would like to buy a CD-ROM drive in the future. I was thinking of buying a SCSI device. If I did this would I still be able to use other SCSI devices such as a ZIP drive? What is the best SCSI interface to buy?

**6**. Could I connect an Ultra internal IDE drive? I cannot see where it would fit. If it cannot be fitted, should I buy an Alfa Quatro?

**7**. My guarantee is still valid. However, is it valid with Amiga Technologies, Viscorp, Escom or the shop I bought it from?

**James Greville, Mid Glamorgan.**

*1. Things are a bit confused here. The 'HD' reference in 1200HD refers to the hard drive in it. However, those machines also have high density floppy disk drives also known as HD drives. These floppy drives have been altered to act like old Amiga double density (DD) drives, but some games with custom file formats will not work. Sometimes this is because the games are duplicated on high density disks, in which case you can simply cover the open notch that signifies a high density floppy. See the Info drawer on this month's CD for a hardware fix to the problem.*

*2. Scan the ads for the best deal, £300 should get you a cheap '040 with 8Mb.*

*3. It slides onto the edge of the circuit board inside the trapdoor.*

*4. Getting a perfect display on an M1438s is near impossible, but by using the vertical stretch in combination with the overscan and screenmode prefs utils, you should be able to minimise your problem.*

*5. The Dataflyer and the Squirrel are the ones to consider. SCSI interfaces are good at handling multiple devices.*

*6. There is no space inside an A1200 for an internal CD ROM. Our December 96 issue had a feature on using IDE drives with the Amiga.*

*7. Amiga guarantees are currently covered by a company called Digitech, BM Limited, Unit E7, Staffords Park 4, Telford, Shropshire, TF3 3BA. Tel: 01952 277 711.*

## Send your Q&A problems to ...

You can send your technical problems [or answers – Ed] to CU Amiga by the following means:

By letter to Q&A, CU Amiga, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.

Email: Q+A@cu Amiga.co.uk.

NO SAES PLEASE We regret that we can't respond to readers' questions by post or over the phone. Please do not include a stamped addressed envelope with your letters as we simply don't have time to answer the thousands we receive. Responses are only available through the pages of this magazine.

# FAQ

## Frequently Asked Questions

**With over 600 floppy disks worth of stuff, it'd be silly not to make the most of CUCDs whether you have a CD-ROM drive or not.**

**Q. I don't have a CD-ROM drive on my Amiga yet, will I still be able to use my CU Amiga Magazine CD-ROM on a PC or Apple Mac?**

**A.** Yes, but in a limited way. You will be able to access all the data on it. You'll see file directories and you will be able to view any pictures or read any text which is stored in plain or cross-platform formats.

A perfect example is HTML files: using a Web browser such as Netscape Navigator or Internet Explorer you can read any HTML documents on the CU Amiga Magazine disk. This includes reading the text, viewing the pictures and using the links.

**Q. Can I use the programs though?**

**A.** No, you can't. Amiga programs run on Amigas and won't run on PCs or Apple Macs.

**Q. Can't I get an Amiga emulator for the PC and run the programs that way? After all, I can emulate a PC and an Apple Mac on my Amiga?**

**A.** Well, yes, there is UAE. It's not very fast though and to be honest it's still an A500 emulator even on an P120. Although technically impressive, it's not an ideal solution.

**Q. Is there a hardware based Amiga emulator for either of these machines?**

**A.** No and it is unlikely that there ever will be. At the moment the best piece of hardware for running Amiga programs remains an Amiga.

**Q. I don't have a CD-ROM drive on my Amiga but I have one on my PC at work. Will I be able to copy the files across to my Amiga?**

**A.** In theory yes, as the same standard is used to record data on PC and Amiga CD-ROMs. However, you may have some problems, such as the fact that the Amiga can cope with long filenames and the PC sometimes can't.

Windows95 (or NT) solves the filename problem, as it can deal with filenames other than those in MSDOS format. However, you still can't copy those directly to floppy disk because floppies are still in MSDOS format. One solution is to use an archiving utility such as PKZIP which will pack up all the files on the PC, move the archive to the Amiga and un-ZIP it. The result is that the filenames are preserved.

**Q. How can I move the files from the PC to the Amiga?**

**A.** To move the files, you have two options: use a removable disk which both systems can read or link the two platforms together. Using the Amiga's built in CrossDos device (PC0:) it can read floppy disks formatted by the PC but only double density, not high density (unless you have an A4000 or special floppy drive). It's also possible to use Syquest or ZIP drives if you have the necessary hardware. You cannot use parallel port versions of the Zip drive on the Amiga though.

The best way is to network the machines using Ethernet but this is overkill for file transfer, not to mention virtually impossible on the A1200 (go on, prove me wrong – please). The best way is to connect the PC and Amiga together using a Null Modem cable, run a terminal program and use ZModem to transfer files.

If your machines are a long distance apart, you may have to resort to using modems and terminal software. If you only have one modem, it's possible to use a Bulletin Board or Internet FTP site to temporarily store data: you can upload it from the PC and download to the Amiga.

**Q. Does the opposite hold true? Can I use PC CD-ROMs on my Amiga?**

**A.** You can read PC CD-ROMS but you cannot run the programs. Yes, it is possible to emulate a PC on an Amiga but it's not very fast and so games or sophisticated Windows applications won't work. If you see a program only available on PC CD-ROM then resist the temptation to buy it, even if you have a CD-ROM drive and a PC emulator for your Amiga. Ask for an Amiga version instead.

**Q. Is it possible make a CD-ROM disc which will work on both an Amiga and a CD-ROM?**

**A.** Yes. Both platforms can read the CD-ROMs perfectly, so it's only a matter of storing software for both machines.

For example, you could have a CD-ROM full of pictures which has viewer programs for both the PC and the Amiga. The pictures could then be stored in a format which both viewers can read, such as JPEG or GIF.

The result is that one CD-ROM is of use to both the Amiga and the PC.

Another example are the CD-ROMs which contain objects for 3D rendering programs. An Imagine object can be read directly by both PC and Amiga versions of Imagine.

In any case, there are many Amiga utilities for reading PC style graphics (e.g. GIF, BMP), animation (e.g. AVI, FLC, CLI) and sound files (e.g. WAV). There is usually some way of making use of data stored on a CD-ROM.

**Q. Can I play any of my collection of VideoCDs on my Amiga's CD-ROM drive?**

**A.** Yes, but apart from some very slow software, only if you have an SMD100 decoder from HiSoft and if your CD-ROM drive is compatible.

**Q. I have a CD32/CDTV — can I use the CD-ROM drive with my A1200?**

**A.** Yes, it's possible to create a limited network which links the CD32 or CDTV to the Amiga computer. The CD-ROM drive will appear on the Workbench as though it were connected directly to the A1200.

OK now you have no excuse for using CUCDs. ■

**John Kennedy**

# Sound Lab

**Making music on your Amiga needn't cost a fortune. Some shareware audio packages put their commercial competitors to shame.**

There's loads of good new audio and music software available for your Amiga, but much of it rarely gets any press because it's shareware. This month we'll uncover some of the best examples of exciting, interesting and plain useful audio shareware.

## Leaping ahead

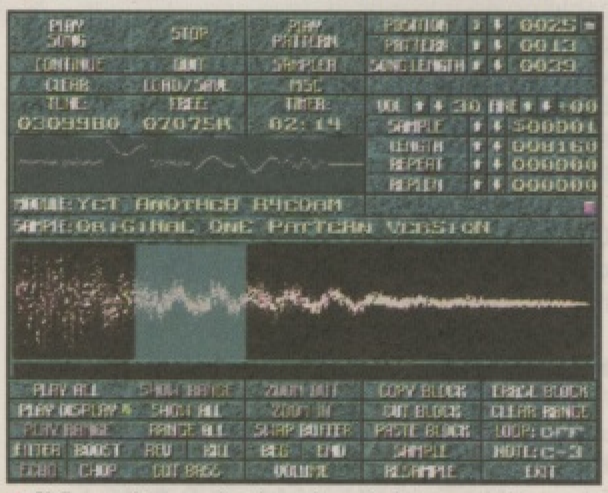
One of the most promising bits of software to have come to our attention recently is **Camouflage.** It comes in two versions, straight Camouflage and Camouflage AB. Both versions are MIDI sequencers that use a very attractive customised GUI system that's best suited to a large screen mode, such as Productivity, interlace (if you can handle it) or a graphics card. What's brilliant about Camouflage AB is that it can pretend to be Cubase Audio by combining MIDI sequencing with 16-bit stereo hard disk recording. For this you need a Toccata or a Maestro sound card (available from MacroSystem in Germany or White Knight Technologies in the UK).

This represents a major step forward for Amiga music software. Until now the only solution that did anything like this was a combination of Bars and Pipes and a Sunrize AD516 sound card, the pair of which would have set you back a tidy sum. For the record, while Sunrize have ditched Amiga support, Bars and Pipes is free to all Compuserve customers.

## Sample-x files

Music X users will be aware of the basic level of control the program offers over Amiga samples compared to MIDI instruments. **Sample-X** is a clever program that solves the problem. It sits in the background while Music X is running and intercepts MIDI data internally. From within Sample-X you can set up a bank of samples, each responding to a specific MIDI channel. When Sample-X sees data transmitted on the relevant channel from Music X, it plays the samples accordingly. This means you can replay up to four Amiga samples from within your Music X sequences, applying all the normal MIDI controllers to your samples. The MIDI data is passed through to the serial port as normal for use with MIDI instruments.

Sample-X is not limited to use with Music X. It can be set up to receive its MIDI data from the serial port via a MIDI interface, so you could set up your Amiga as a four voice sample replay module controlled by an external MIDI device, such as a keyboard or a sequencer.



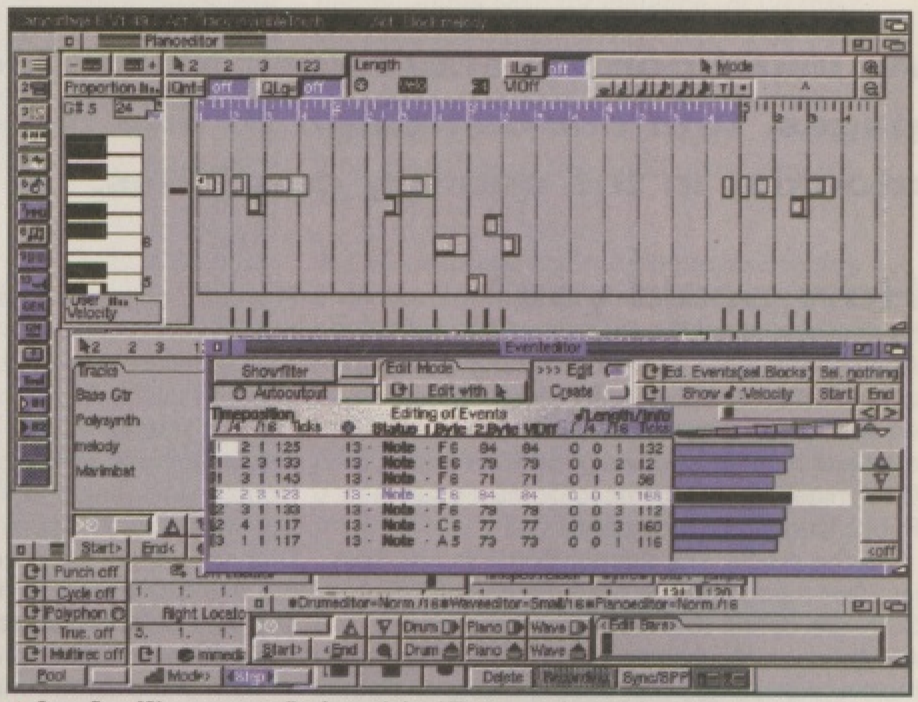
▲ Digibooster is great value alternative to the bigger musical beasts. It offers eight channels with decent quality mixing and sound output.

## Top value

New trackers are appearing all the time. One that caught our attention recently was **Digibooster.** While many have developed into impressive beasts featuring realtime DSP functions and all kinds of fancy widgets, there's still room for smaller, simpler alternatives. Digibooster is just such a tracker, offering eight channels with very good mixing and output sound quality even on a basic A1200. The output is 14-bit, and you can make your music from any combination of 8-bit IFFs, 16-bit IFFs or 16-bit WAV samples.

For those used to the traditional tracker layout, moving to something like SoundStudio can be a bit of a mission (although it really is much easier to use after a short while), so if you can't contemplate too much of a change from your current tracker the familiarity of Digibooster will be important. New player commands are quite rare these days so it's good to see some in Digibooster, like 'Robot' which adds a variable phase/echo effect to the specified sample. Planned future additions to Digibooster include support for 16 bit cards such as Toccata and Maestro and more available tracks. The PD version has its save options disabled, so if you want the full version you'll need to upgrade from the author. ■

**Tony Horgan**



▲ Camouflage AB's most outstanding feature is its ability to pretend to be Cubase Audio by mixing MIDI sequencing with 16-bit recording.

## Where to get them

This wonderful software is not available in any shops. The shareware versions can be found on this month's cover CD. For those without a CD drive, you'll be able to get hold of shareware demos of these programs from your Aminet source, or any good PD houses. Here are Email address for the authors of the packages mentioned here:

**Camouflage**
**Author: Martin Endres, Osterfeldweg 41, 21077 Hamburg, 040/7601187, Germany. Email: endres@work.de**
**Sample-X**
**Author: Sheun Olatunbosun, 11 Leywick Street, Stratford, London, E15 3DD. Email: sheun@soi.city.ac.uk**
**Digibooster**
**Authors: Tap and Walt, ul. Poprzeczna 66/6, 51-167 Wroclaw, Poland. Email: waldek@zakus.ita.pwr.wroc.pl**

# Backchat

**As usual controversy reigns in the Backchat pages. And our campaign to find the best Amiga stockist in the country continues.**

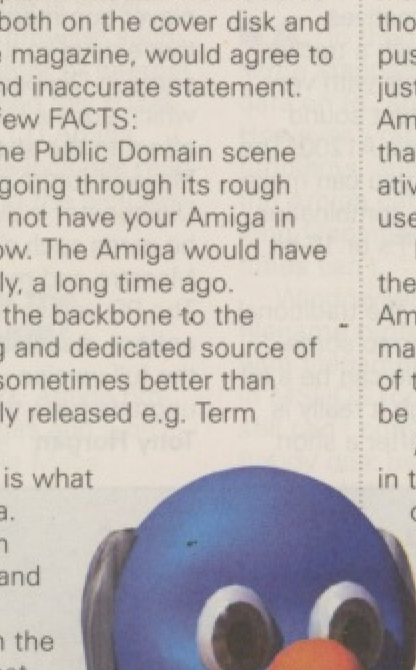
## How could you?

Having purchased the December issue of CU Amiga, I thought I would be treating myself to a good positive Amiga read. The magazine was to its usual good standard but I found one article that completely degraded the calibre of CU Amiga Magazine, Public Domain users and Public Domain programmers.

In the article 'The Best of Both Worlds', the last few paragraphs by Mark Forbes of Effigy Software define the Public Domain on the Amiga as being useless. Quoting him "We also believe that demos that people create and put into Public Domain are useless and not the way forward." This is a bit of a bold statement isn't it Mr Forbes?

Was this article really a good way to boost the Amiga? I am shocked that CU Amiga Magazine who use public domain as a source for their magazine, both on the cover disk and on pages within the magazine, would agree to print such a false and inaccurate statement. Let me point out a few FACTS:

**1.** If it was not for the Public Domain scene keeping the Amiga going through its rough patches, you would not have your Amiga in front of you right now. The Amiga would have collapsed completely, a long time ago.
**2.** Public Domain is the backbone to the Amiga. It is a strong and dedicated source of software, which is sometimes better than what is commercially released e.g. Term and NComm.
**3.** The demo scene is what helps sell the Amiga. Demos are the main source of graphics and sound promotion.
**4.** Public Domain on the Amiga has the largest following of any other platform.



So Mr Forbes, I have a question. If Public Domain on the Amiga is so useless, why is Aminet so popular? Do I make my point? In the next paragraph, Mr Forbes goes on to explain that the Power PC chip is the way to go. Reading through the article, it sounds as if Mr Forbes is saying that because Public Domain is so useless and that there is no profit in it, the Power PC chip is required. Oh really. So a Power PC chip is going to create better quality Public Domain software, and make it profitable? Could you just explain this to me? In Public Domain you get good quality as well as bad, but this is the same in the commercial world. The idea of Public Domain is public free software so it will not be profitable.

I am a dedicated Amiga follower and PC owner. I love my Amiga and would hate to see it die. Even if it did, I would never sell the machine and I don't think any other Amiga lover would do either. The Amiga is a state-of-the-art piece of kit and dumbfounded remarks made by Mr Forbes are obviously impulsive thoughts. If he looked into the Amiga, and pushed the pound sign from his eyes he might just see what a stupid remark he made. The Amiga programmers need encouragement and thanking for helping keep the Amiga alive, negative remarks like this are an insult and of no use to the Amiga at all.

From my conclusion of Effigy Software, they are just interested in money, not the Amiga community. I understand they have to make money to survive the cut-throat market of the software industry, but they proclaim to be dedicated Amigans ... Rubbish!!

As you can guess, you have hit a sore point in this article, I believe I have possibly spoken out for MANY Amiga users and I expect I have their backing.

**Matthew Tillett, Emailand**

***First things first, Mark Forbes did not make any of the remarks you are referring too, he was simply interviewing Ian Jenkins from Effigy Software who is responsible for the statements in the article. Perhaps you could have read the article a bit more closely than you did. Just because Mark reports someone's opinions verbatim does not mean that he or CU Amiga Magazine agrees with them. CU Amiga Magazine does not have a policy of vetting people's opinions and because we print them it does not mean that we necessarily agree with them. CU Amiga Magazine supports public domain wholeheartedly. As we understand it, the comment Ian Jenkins made was referring to the practice of promoting commercial games by releasing limited demos of the games into the public domain. His point seems to be that this doesn't work as a promotional tool. He wasn't slagging off the whole PD scene.***

## CD oversight

Concerning your excellent article telling everyone how to get CD-ROMs for next to nothing (December 96), I think there is quite a serious point which you skipped over. When connecting drives like this, there is a risk you may damage the CPU in your machine. The IDE port on the A1200 is, unlike the A4000, unbuffered and connected directly to the CPU. Furthermore it was only ever designed to connect one 2.5" hard drive on a very short cable. Commodore used to supply cables around two inches long at one point. As you can see, loading it up with power-hungry 3.5" and 5.25" drives can cause some harm.

A better alternative is to have a buffered cable. Golden Image sell one that can reliably take three devices and Eyetech will sell you a four-device cable (for less money!). This doesn't risk your CPU and has the advantage that you can take your cables just about anywhere. A friend has his twirling around the back of his desk into a mini-tower case, a distance of about a metre, with no problems.



I'm not denying that you can rely on just the original port, indeed my self- built A1200T has half a metre of unbuffered cable going into a hard drive and a CD but people should be aware of the risk of irreversible damage. I'm going to swop mine for a buffered device so I can use one of the now super-cheap Syquest EZ135 drives. Now there's an idea for a feature!

**Chris Appleton (Pure Amiga), chris@fuchal.demon.co.uk, Pure Amiga - http://www.pureamiga.co.uk**

***You are correct in saying that the Amiga 1200's interface is unbuffered. There is some risk of devices not working with longer IDE cables. However, the concerns of damage resulting from longer cables and 3.5" hard drives/CD-ROMs have been overstated and such combinations work for***

## Suck it and see

**letter of the month**

Upon reading Lisa Collins' points of view article (Dec issue) regarding the worth of cover disks, I was compelled by an inner force to write and agree whole heartedly with Lisa that to cover mount any program, game or utility can only incite people to buy the full unrestricted version.

Apart from being an incentive to buy the magazine the same also applies to the program on the cover disk. I have, in the past, purchased full programs and games and the likes of Wordworth and Worms on the strength of a preview of the program on a cover disk.

I suppose it's comparable to test driving a car prior to purchase or testing a sample of new chocolate biscuit at the supermarket before stocking your cupboards full of stuff. Sure there are certain demos of programs which get used but are never upgraded to the full version. The old 'suck it and see' principal applies here. A potential purchaser needs an idea of what a product is capable of before opening his/her wallet/purse. Don't deprive your loyal readers of a chance to sample a product on a cover disk because of some software house sceptic.




**Mr D Johnston, Blackburn.**

***We couldn't agree more. Games such as Worms and AB3D II have appeared on numerous cover disks and it hasn't done their sales any harm. Quite the opposite, in fact, as Team 17 will testify.***

***thousands of Amiga users. There is no doubt that a buffered interface is the better option and Eyetech's unit is indeed good value for money for the guarantee of reliability that it will bring. For those looking to connect several devices to the A1200's IDE port, it represents a good buy and offers sound peace of mind.***

## Amiga-Apple dilemma

After reading your November Issue I found a very funny two page advert from 'Gordon Harwood Computers' advertising Apple Machines. It's sad how companies which are selling Amiga computers and products can be so low as to use the actual Amiga situation to sell another platform but the worse bit is the advert itself. I could go on about all the incredible claims that the ad makes but I won't waste time on an ad like this.

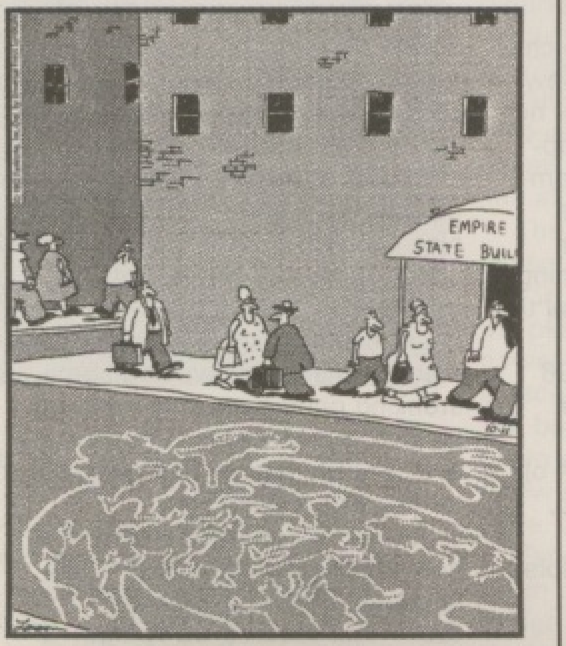
If Amiga is dead, why do companies like Viscorp, Eagle or Phase5 want to buy it after Escom? Netscape & Microsoft are also planning to develop their Web Browsers (Explorer and Navigator) for the Amiga. Why are they are so interested?

To any undecided and worried Amiga users out there: before buying a new and expensive system, don't throw out your beloved Amiga. Wait until the PPC Amiga from Phase 5 arrives, we'll see which computer needs to make such a crap advert to gain users ...

**Miguel Ramos, Spain.**

***Everyone is free to make their own buying decisions, but we feel that CU Amiga readers are knowledgeable enough to know that an Apple Mac is certainly not an ideal replacement for an Amiga. You may be surprised to hear we use Apple Macs at the CU Amiga offices. We use them because we are part of a large publishing company which runs a totally Mac-based publishing system. Yes, for DTP they are the industry standard. However, the Mac's infuriating operating system is a million miles from that of the Amiga. Did you know a Mac won't even let you open up a CLI or Shell window or use anything approaching a DOS shell? That's because Macs are made for people who don't like computers. The Amiga is made for computer lovers! We could fill an entire magazine with examples of how the amiga outshines the Mac in so many areas, but that would be rather negative in itself. There really is no comparison, so don't be fooled.***

**THE FAR SIDE** By GARY LARSON




A few days following the King Kong "incident," New Yorkers return to business as usual.

## Grow up

It's all very well people writing to the magazines such as CU telling users to grow up and get with the real world. I believe it is VIScorp who need to get with it. They cannot afford to play the spoilt brat any longer and continue to mess potential licensees about over whether they can have licences or not, or whether they can put the Amiga name to their product.

A prime example is the new machine under development by Phase 5. If Viscorp keep ignoring this system and throwing hurdles in Phase 5's way, delaying its completion, one of two things will happen. (1) They will develop the system and sell it to a competitor, Apple Mac for instance, or (2) they will produce it themselves under their own name and develop a system that is in the style of the Amiga but without the name. One example of this is the BeBox, even if it is a bit expensive at the £2000 mark (see any Mac magazine!!)

So in short, VIScorp:

1) Do not offend the third party developers. They keep the Amiga alive as you mess about and without their support we don't stand a chance.
2) You must look at other systems with an open mind and remember time is short. We NEED a new machine and fast, and if Phase 5 do get their machine off the ground for about £1000 – £1500 I for one will buy it, whether it an Amiga or not.
3) STOP thinking that the Amiga is so good that people will wait indefinitely for a new one and that the Amiga community will put up with your behaviour. We won't as Escom know to their peril!!!

**Spencer Gibson, Loughborough, Leics.**
**Email:Gibson@Enterprise.net**

**Steve The Nutter, Emailand.**

## Still shopping around

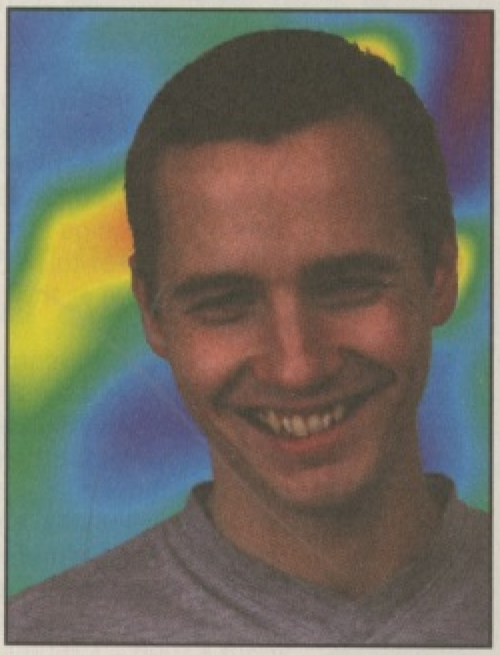
**Continuing our campaign to find out who the best Amiga stockists are, please take time to fill in the following form. We should have a complete comprehensive list soon.**

Name of Shop
Shop's address
Tel
Type of products on sale
Quantity of goods available:
Very Little / Average / Mountains
Quality of service:
Poor / Good / Excellent
Your name
Address

Thank you for taking the time out to fill in this form. Help keep the Amiga alive.

# Points of view

## Look back in wonder



■ Tony Horgan is CU Amiga Magazine's Editor.

**by Tony Horgan**

You might think it rather strange to be reading a retrospective piece about 1996 when we're already a couple of weeks into '97. The reason for this timing is because most similar articles that appear in monthly mags during December will have been written around about October due to the long production and distribution times involved, so most of those are taking complete guesses at what might have happened over the two most important months of the year, which is a bit rubbish really. Anyway, on with the teary-eyed stroll down short term memory lane.

Overall it's been a much better year for the Amiga scene than most had envisaged. Not only did we see the continued development of some key software titles (Image FX, OctaMED SoundStudio, Photogenics and Personal Paint to name a few) but we've actually been witness to some totally new software packages. Art Effect and Draw Studio have been notable examples.

On the hardware side there's also been healthy development from third parties with numerous CD-ROM solutions, a stream of ever-cheaper and faster accelerators, a couple of new 16-bit sound cards, not to mention all kinds of little widgets from small developers across the globe.

Games-wise things have been more sedate, but there have certainly been some highlights along the way, like Worms TDC, Alien Breed 3D 2, Chaos Engine 2 and XTReme Racing.

Phase 5's announcement of their A\Box project has given new hope to all who are sceptical of any worthwhile outcome from the Amiga Technologies/VIScorp deal.

Perhaps the best aspect of 96 was the 'carry on regardless' attitude of us all despite the Amiga's continual mismanagement. Oh, and the increasing CD-equipped readership telling us our CU Super CDs are wonderful. That means a lot to us.

And so we come to the downers of the year. You don't need me to tell you the Amiga's perpetual state of limbo has cast a shadow over the whole scene, but I just did anyway. For one reason or another, sales of top Amiga games have not matched their potential this year. XTreme Racing is one example: it should have sold by the truckload but in the end it never really did. And then of course there was the Walker, the new Amiga that never made it further than a single prototype displayed at a couple of computer shows.

But hey, just take a look at all those 'uppers' and you'll see that really, 96 was a pretty good year all in all. I certainly enjoyed it. I hope you did too. ■

**"The best aspect of 96 was the 'carry on regardless' attitude of us all, despite the Amiga's continual mismanagement."**

## Here to stay



■ Lisa Collins is CU Amiga Magazine's Deputy Editor.

**by Lisa Collins**

If there's anything that 1996 proved, it demonstrated just how big the Amiga community is. I don't think any other platform could have survived the past year. The combination of sporadic ownership changes (which seem to be still continuing), no new machines coming out and little or no games software would have dampened even the most dedicated computer enthusiast's ardour. But the Amiga breed are made of sterner stuff. Users as well as the remaining companies are still incredibly loyal to the platform.

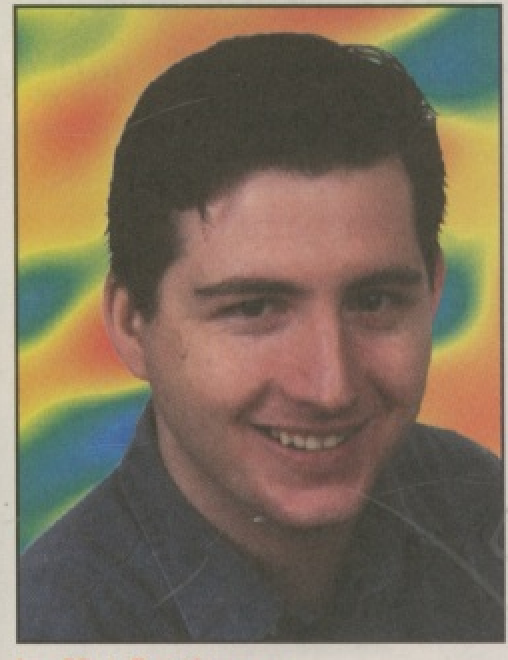
Despite all the pitfalls that 1996 threw our way we still saw some great games coming out on the Amiga when others had written it off as a games platform. Worms and, more recently, Chaos Engine 2 proved that the Amiga is very viable and capable as a games platform. And the fact that Championship Manager 2 already has tons of prepaid orders shows that the Amiga games community is still out there waiting to snap up any decent games that are due out.

Perhaps, one drawback to 1996 was that some companies saw the departure of other bigger players in the software industry as a chance to cash in on a games-starved market. This entrepreneurial activity would not have been such a bad thing if the games that some of these companies churned out were of any quality. Unfortunately, 1996 saw lots of games that really shouldn't have been released onto the commercial market. Thankfully, we had some stonking good games to make up for this and Minskies Furballs came in just at the end of 1996 to prove to us that all is not lost yet.

Finally, the announcement of a new machine at the end of 1996, hopefully heralds good things for 1997. Rest assured CU Amiga Magazine will be there to chart its progress. ■

**"In the face of all the pitfalls that 1996 threw our way we still saw some great games coming out on the Amiga."**

## CD power



**by Mat Bettinson**

It's difficult to sum up my thoughts on the last year. On one hand it represented another major let down for the Amiga; Amiga Technologies promised the Walker only to fall foul of the parent company Escom's liquidation before we ever even got to see the machine in all its finished and final glory.

We all saw machines being briefly remanufactured, only to fail at the last hurdle. More promises made and then snatched away. This seemed to be the recurring theme of '96. Increasing numbers of commercial software developers gave up the ghost as we all sat and waited for the Amiga to enter into yet another age of darkness.

Yet amazingly I can't be gloomy about the year gone by and here's why. The shareware and comms scene kept up as it always had. We saw an explosion of Amiga users getting on-line and a resurgence of development of Internet software such as Web browsers.

The massive success of the June 1996 issue Internet book/deal was more than I could have hoped for. The Amiga and the Internet suddenly became a major part of the market, not a niche. Now my phone lies quiet on my desk (well, almost) while my Email folders absolutely bulge with incoming mail.

The Internet wasn't the only growth area for the Amiga, there was also the CD phenomenon. What we started with the Aminet CD covermount on our November '95 issue led the entire market into something nobody, least of all us, saw coming. Monthly CDs! We started off with painstakingly hand-crafted CDs, I still laugh when reading the hidden mat.readme files. And from these humble beginnings we grew the CD side of our magazine into a thriving and booming industry. Now with monthly CDs it's a much more streamlined operation. With the help of Neil Bothwick our CD compiler,

> **"For what the foolish were calling a dead market there was certainly enough to keep me busy."**

the Amiga now has the best covermounts of any platform ever. For what the foolish were calling a dead market there was certainly enough to keep me busy!

Overall, in 1996, Amiga users got wired to the Internet, bought CD-ROM drives and powerful accelerators. Now we face a new year with our hot-rod Amigas – a year that looks set to promise new hope in the form of Phase 5's unbelievably powerful A\BOX. This machine had me drooling over the specs just as I did when I first read about the Amiga in 1986.

So for 1997 we have to look forward to replacing the aged 680x0 with the mighty Power PC. Clock speeds in the hundreds of megahertz and the Siamese RTG system melding our machine to PC so we can again be a part of the mass market. Yet more brilliant affordable commercial and shareware software and on the glowing horizon, the mighty A\BOX looms; threatening to teleport us to a new dimension of computing ecstasy. Gosh it's enough to bring a tear to my eye. ■

■ Mat Bettinson is CU Amiga Magazine's Technical Editor.

## The people's computer



**by Andrew Corn**

1996 has not been good to the Amiga. More and more software companies have abandoned the machine, magazines are falling by the wayside, and support for the platform in the high-street has almost gone. There seems less and less reason for optimism as the weeks go by. But in an odd sort of way this may be exactly why the Amiga continues to survive.

The Amiga's previous success has always s been due to its cheap entry level price. Marx would have approved of the Amiga; he would no doubt have considered it the people's computer. Want to some DTP? DTV? Make music? Do 3D graphics? It's all there and ready to go for an amount you can afford. Putting power in the hands of the masses and all that.

The problem is that it isn't as cheap as it used to be. Mass production in the PC market has made this the platform of cheap computing power. For the cost of an A1200 with a decent hard drive and monitor you can buy a Pentium which is comparable in speed to an '060, and they'll throw in 8Mb or so, a larger hard drive, CD-ROM, sound card etc.

Escom probably had this in mind when they designed the Walker. Amiga die-hards complained about the low specs by today's standards, but it was never meant to compete with PCs as it was meant to sell for half the cost. People no longer expect computers to be cheap. The Amiga users of tomorrow are the people who have stuck with the machine through the last few lean years, the ones who are willing to put up with the inconvenience of

> **"The A-Box might just be the machine we have been waiting for ... an Amiga for the serious Amiga user."**

high-street invisibility and poor software support because they know if they put in the money and effort, their Amiga will do things for them that would be a nightmare to get another machine to do.

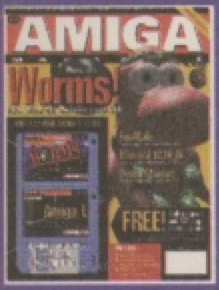
The A\Box might just be the machine we have all been waiting for, a niche machine, an Amiga for the serious Amiga user, not for the people. It's a pity it isn't the people's computer any more, but that's the way things go. ■

■ Andrew Corn is CU Amiga Magazine's new Staff Writer

# Back Issues

**Stick to those new year resolutions. Start by keeping your CU collection up to date.**

## December 1995



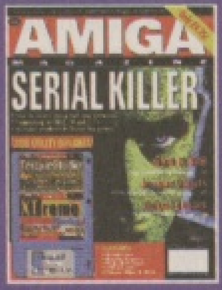

**ON THE DISKS:** Worms demo, Amiga E full program plus free Amiga E manual
**FEATURES:** Programming, Amiga music.
**INSIDE:** Leading Lap, Worms, Flight of the Amazon Queen, Coala, FinalCalc and Amiga M1438S Monitor.

## January 1996




**ON THE DISKS:** Imagine 3.0 full program, Zeewolf 2 & Algomusic
**FEATURES:** 3D rendering using our cover disk.
**INSIDE:** MiconiK Tower, World Construction Set, Amilink, Zeewolf 2, SWOS 95/96, Super Tennis Champions and much more.

## February 1996



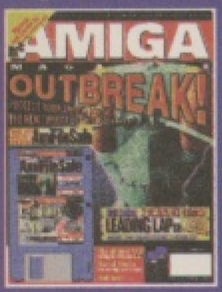

**ON THE DISKS:** TextureStudio plus Imagine objects, DVerb, Mandel 92, Bluff Titler, Amiga E source code, Xtreme Racing.
**FEATURES:** Serial linking, portable Amiga prototypes and the first Net Wedding.
**INSIDE:** DiskMagic, HiSoft CD-ROM, Virtual i glasses.

## March 1996




**ON THE DISKS:** VideoStage Pro, Imgauge & XFD, Gloom Deluxe and 10 Worms levels.
**FEATURES:** VideoStage and The future of Games.
**INSIDE:** 060 for A1200, Wordworth 5, Blitz Basic, Super Street Fighter II Turbo, Super Skidmarks data disk.

## April 1996



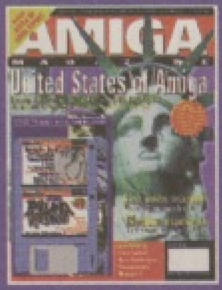

**ON THE DISKS:** AmiFileSafe, Leading Lap SE – 5 level full game. CD-ROM edition available.
**FEATURES:** Virus Protection and Wallace & Gromit in the right computer.
**INSIDE:** SX 32, HiQ Station, The Chaos engine previewed, Zeewolf 2 tips, and more...

## May 1996



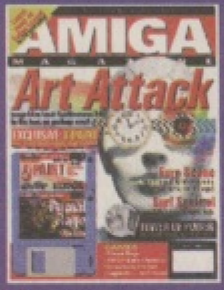

**ON THE DISKS:** Soundtracker Pro II, MIDI Sequencer demo, Alien Breed 3D2 demo.
**FEATURES:** Free Amiga music book, the new Walker, Amiga Surfer pack, and the quest for Amigas.
**INSIDE:** LightWave 4, Slamtilt Pinball, Tracksuit Manager 2 reviewed.

## June 1996




**ON THE DISKS:** Termite demo, Killing Grounds demo. Plus free 96 page net and comms guide.
**FEATURES:** Escom sells Amiga Technologies, publish your music.
**INSIDE:** Modem round-up, Total Football and new TimeKeepers disk reviewed.

## July 1996




**ON THE DISKS:** XiPaint (full program) and Primal Rage demo.
**FEATURES:** Special report on what's happening in Europe and the latest on Visorp and PIOS.
**INSIDE:** Image FX 2.6, Surf Squirrel, A4000 Tower, Primal Rage, SWOS Euro and more reviewed.

## August 1996




**ON THE DISKS:** EasyCalc (full program) and Valhalla III demo.
**FEATURES:** The future of the Amiga with VIScorp, the new PIOS machine and the second part of the Euroscene feature.
**INSIDE:** Siamese Twin, Photogenics 2.0, Valhalla III and Tin Toy reviewed.

## September 1996



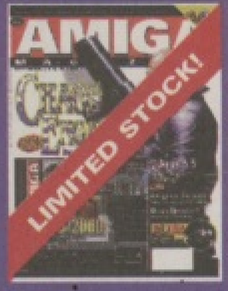

**ON THE DISKS:** Vista Lite (full program) and a demo of Brian Lara Cricket '96. CD-ROM edition too.
**FEATURES:** The Aminet exposed. All 6 gigabytes!
**INSIDE:** Final Writer 5, OctaMED SoundStudio, Atapi CD-ROM drive. Plus an exclusive preview of the new AGA Worms.

## October 1996



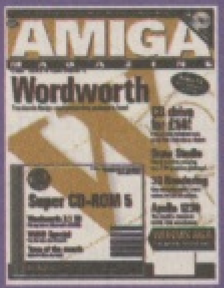

**ON THE DISKS:** Upper Disk Tools: ideal for sorting out those awkward disks and drives!
**FEATURES:** The Amiga in America, Net software...
**INSIDE:** The speed issue, or something. Three top accelerators, a TCP/IP stack comparison and Capital Punishment.

## November 1996




**ON THE DISKS:** XCAD 2000 - The premier 3D CAD package, plus Chaos Engine 2. Choose CD-ROM or floppy edition.
**FEATURES:** Palmtop Amiga-Psion link-up.
**INSIDE:** Opus 5.5, Delfina DSP sound card, Web Browser War, Alfa Quatro, CD-ROM writer and more.

## December 1996




**ON THE DISKS:** Wordworth 3.1 SE, Worms - The Directors Cut demo. CD-ROM or floppy edition.
**FEATURES:** CD-ROM drive for £50! Amiga and PC games on CD-ROM.
**INSIDE:** Draw Studio, Apollo 1230, Storm C, Siamese RTG system, Teen Agent, Tiny Troops and more.

## January 1997




**ON THE DISKS:** Imagine 4.0, Underwater Capers, plus over 100Mb of Imagine extras on CD. CD-ROM or floppy edition.
**FEATURES:** Get a job in computer graphics, plus eight pages of Imagine 4.0.
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# It's Time for a Change of Gear

## Cinema4D Ver 3

Cinema4D 3 is a major upgrade to this easy-to-use and extremely powerful graphics package - the changes increase the functionality and speed of the package to an extremely high level, while the price remains truly affordable.

Some of the features of Cinema4D version 3 are:

- The major internal workings of Cinema4D have been optimised resulting in a substantial increase in speed - many raytracing operations are now up to 30 times faster than before.
- The package has support for many new output file formats including Windows BMP, TIFF and JPEG.
- Lens flares are implemented; this is like looking at a bright light source through a camera which creates realistic camera special effects. The lens flare is actually a light source in itself which allows some great-looking effects to be achieved. A simple lens flare preview is available.
- There are many other light source additions and additional effects such as lens glows, lens reflections, effects at margins and randomising of rays.
- Additional CyberGraphX support - now allows full 24-bit colour rendering.
- Extended user interface.
- Cinema4D requires 3Mb RAM, OS2.x, a hard drive and is fully multi-tasking and extremely configurable.

*Upgrade from Version 2 Only £39.95!*

**£199**

## MediaMagic

MediaMagic is a superb new product for designing and playing quality presentations on your Amiga, at the right price.

- MediaMagic sports an interactive, user-friendly and intuitive interface so that building presentations becomes a joy. Fully compatible with graphic cards.
- The MediaMagic editor uses drag-and-drop for easy, hierarchical positioning of objects and allows the editing of several scripts at once.
- You can use all sorts of graphic images in your masterpiece with MediaMagic's support for all IFF-ILBM data formats, including ILBM-24, which are converted to HAM6 or HAM8 automatically.
- You can incorporate a wide variety of music & voice samples to liven up your presentation: MediaMagic supports common music modules such as Sound-, Pro-Noisetracker as well as Octamed and Octamed Pro (8 voice) & 8SVX files.
- Working with animations is easy with MediaMagic's support for IFF animations in Anim5, Anim7 and Anim8 formats.
- Business charts can be created directly in the program.
- OS 2.x and OS 3.x compatible , simple controls, fully multitasking.
- Requires 2Mb RAM, OS2.x up and hard disk recommended.

**£69.95**

## DiskMagic 2

DiskMagic is the friendliest file manager on the Amiga and now version 2 takes this fine product to new heights of useability and functionality - probably the easiest-to-use and most versatile file management utility on the Amiga. Here's some of the things that you can expect:

- Support for LZX archive format, the new standard in Amiga compression.
- Many new functions including: super-fast delete command, extra filetype options, additional ARexx commands and internal functions.
- New output window preference.
- File encryption.

DiskMagic 2 comes complete with a library of icons for gadgets and a comprehensive user manual.

**£39.95**
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## HiSoft C++

At long last there is a new, and extremely powerful, C compiler for the Amiga, at the right price. HiSoft C++ has two versions, Developer and Lite; here's a brief list of features:

- The Compiler compiles at high speed in line with the AT&T 3.0 C++ standard, is ARexx controllable, integrates seamlessly with the editor, includes a project manager and generates code for 68000-68030 and the 68881/2 FPU. CLI version included.
- The Editor uses multi-windows, is syntax-sensitive, handles as many files as you like, includes an ARexx interface and supports full keyboard shortcuts.
- The C/C++ Debugger (Developer only) uses multi-windows, with drag-and-drop technology, allows breakpoints, variable tracking and much more.
- The Devpac 3 Assembler is included for low-level work.
- The Easy Object Library (Developer only) is included which eases resource handling and use of data structures (lists, large arrays etc.), along with BOOPSI support, error handling with exceptions and online documentation.
- The Hot Help (Developer only) system can be activated at any time and gives you full, expandable online help even with an ARexx port.

HiSoft C++ requires 4Mb RAM, OS2.x up and a hard disk.

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**£169** Developer Version

## SMD-100

The SMD-100 is a brilliant new concept for home entertainment. Using your existing SCSI CD-ROM, you can now access the world of Digital Video - superb 24-bit quality video with crystal-clear 16-bit sound. Here's what you can do with the SMD-100:

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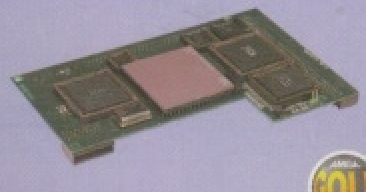
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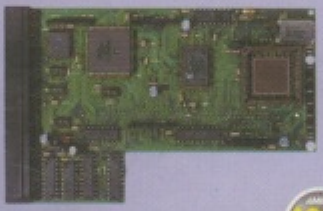


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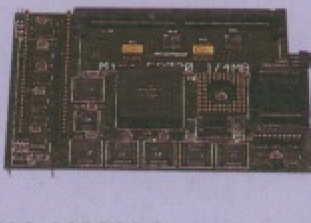
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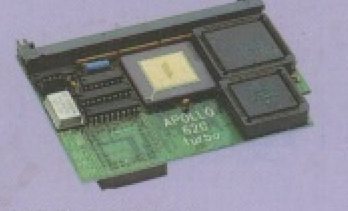
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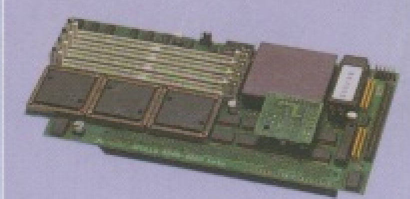
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